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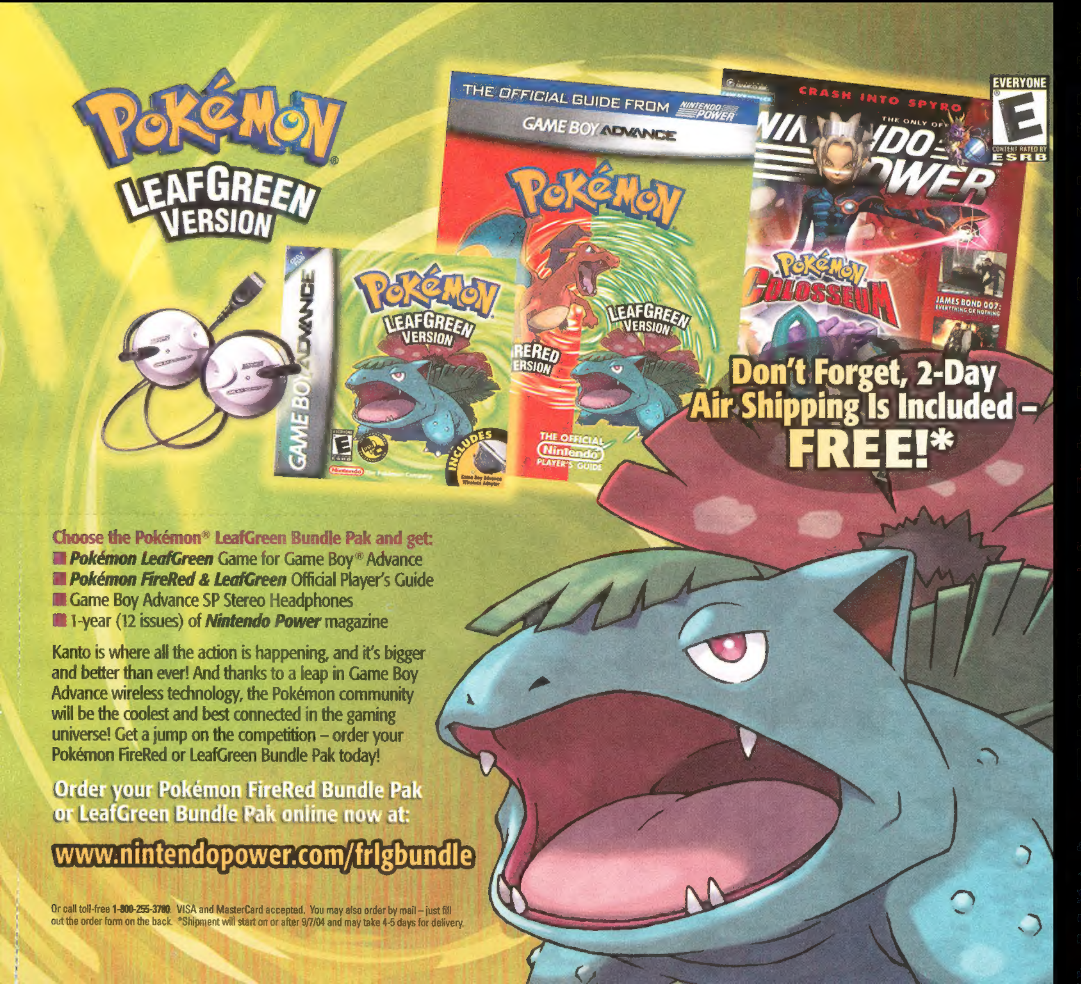

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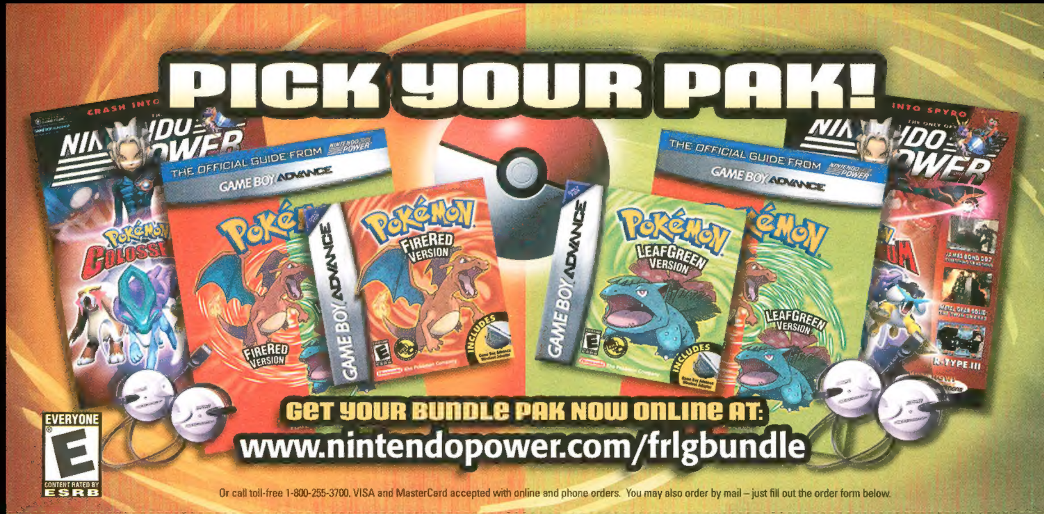
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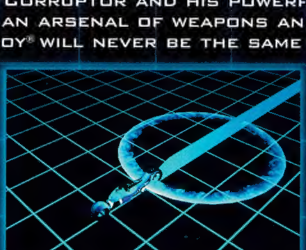

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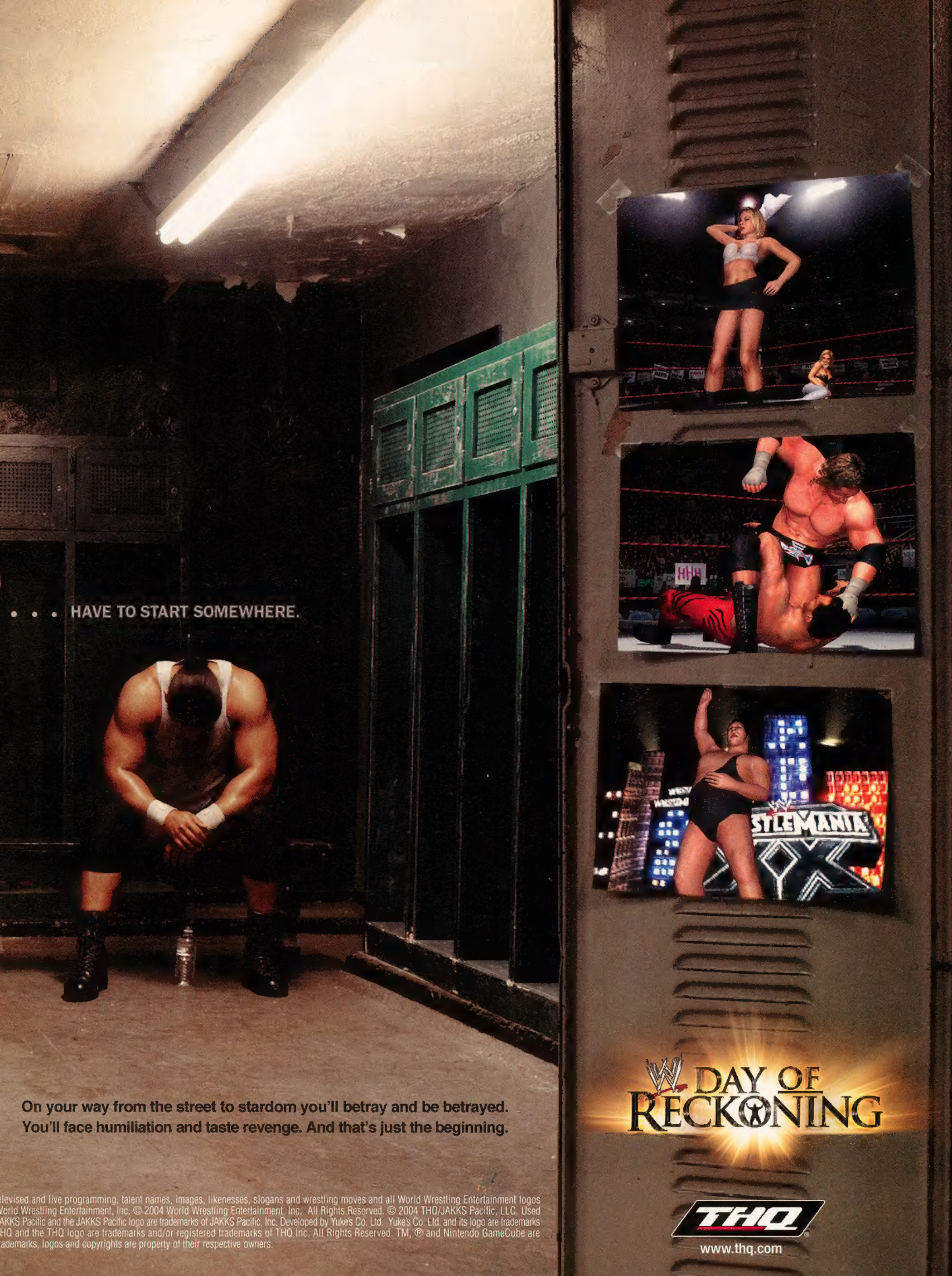

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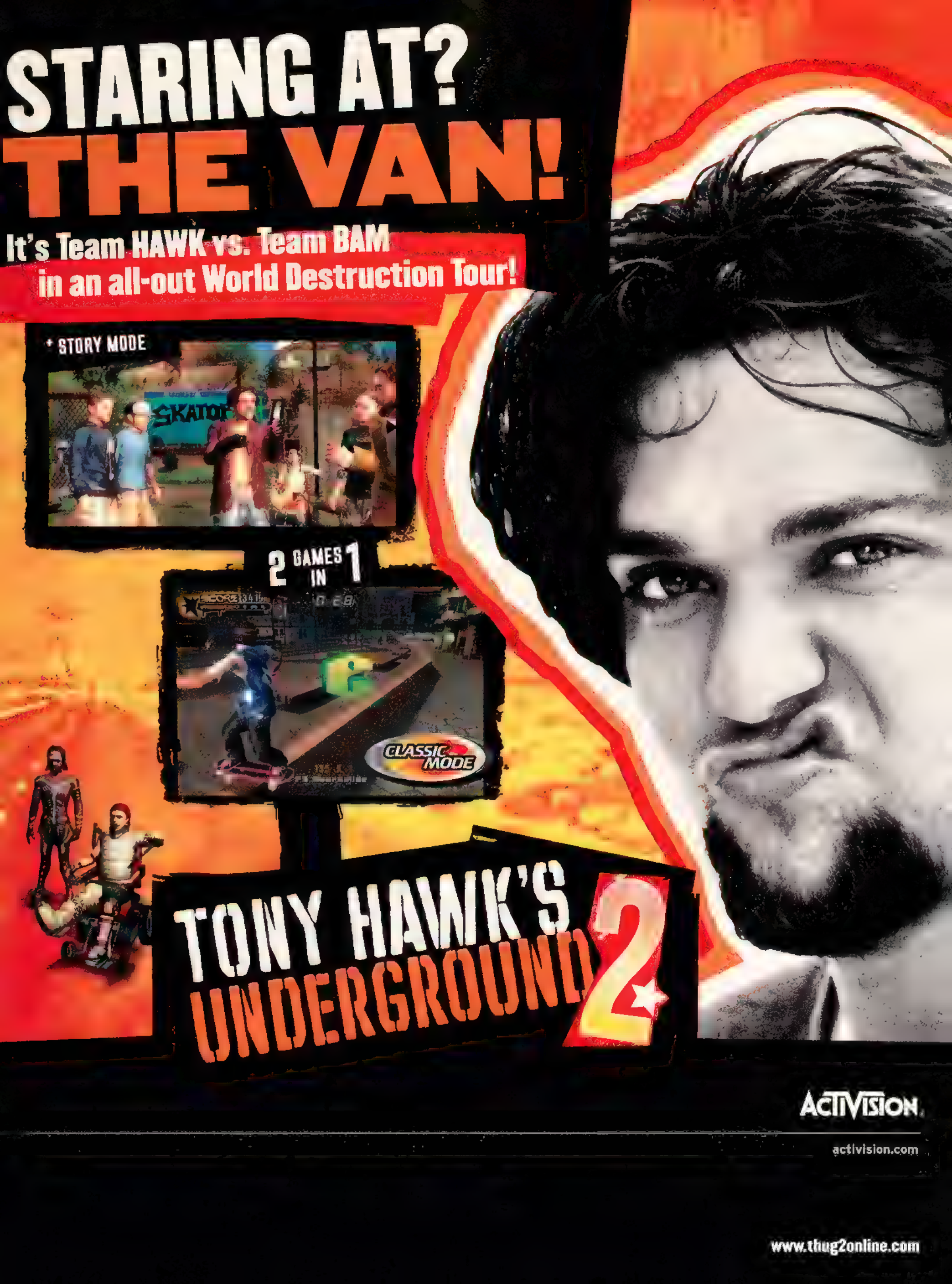
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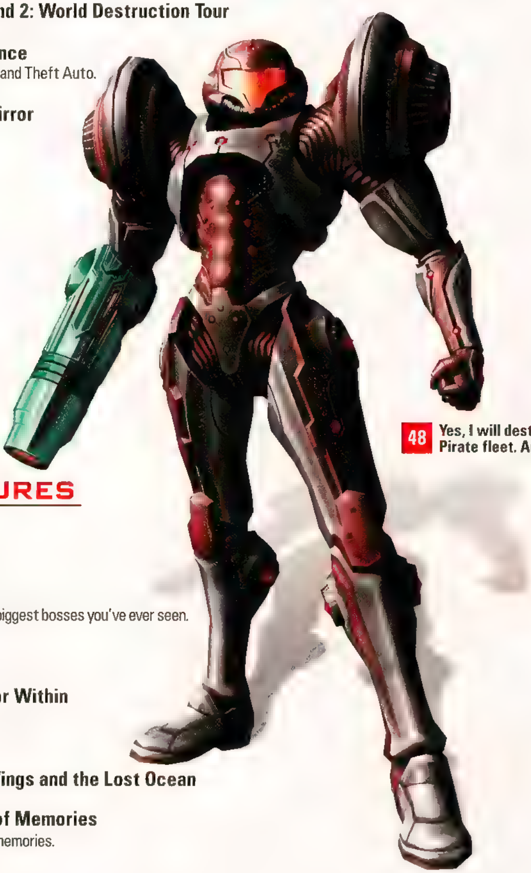

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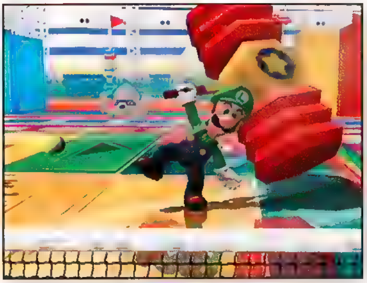

68 The big man drops his big hammer.

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Jim Catechi

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Tim Garret

Designers
Cory Conner
Rebekah Lane
David Waterworth

Production Assistant
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Electronic Prepress Assistant
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Design, Game Strategy & Illustration
V-Design Inc.

V-Design Inc. Art Director
Yoshi Orimo

V-Design Inc.
Deanna Baker
Adam Crowell
Oliver Crowell
Matt Fisher
Brian Jones
Sonja Morris
John Rice
Jill Story

Cover Design
Griffes Advertising

Sales and Marketing Manager
Jeff Bafus

Sales and Marketing Assistant Manager
Malinda Miller

For advertising inquiries, contact
np advertising@noa nintendo.com

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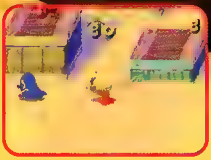

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pulse

feedback, correspondence and medical advice

Letter of the Month

I'm a big fan of Tales of Symphonia (I play it every chance I get), and a couple days ago I was flipping through a mythology book and came across a section that included Scandinavian mythology. Something caught my eye that was titled "Asgardian Pantheon and Theology." I noticed the connection between this and Asgard, the City of Ruins [in Tales of Symphonia], so I decided to look a little further into the chapter and I came across a chart that showed Asgardian Mythical Cosmology. Above all the other planes and worlds there was located a giant tree with the name Yggdrasil [the same as one of the villains in Tales]. Is this just a coincidence, or is there a connection?

Kennan T.
via the Internet

We got a lot of mail on that subject this month (who knew our readers were so well-versed in Scandinavian lore?). It's no coincidence—many games, Tales of Symphonia among them, draw inspiration from real-world mythologies. All of the Summons in the Golden Sun series, for example, are based on various myths from around the globe. If this is a topic that more readers are interested in, we'd love to hear from you.

Mjollnir
7 HITS
Lightning
Fierce Demon Fang
Pow Hammer
Mjollnir
1619
1195
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The New Pulse

Hey guys. While I'm a bit bummed by the removal of the letter art, one section I like in the new Pulse is the forum discussion part. Game magazines could use more discussion and debate, whether it be from the fans or magazine staff. I'd really like to see this section expanded. Perhaps there could even be a whole page devoted to Nintendo debates. Other than that, keep up the good work!

Zethora
via the Internet

What have you done?! Yes, Player's Pulse looks cleaner and more professional, but it's half the length! You've shortened my (and many other readers') favorite part of the magazine to the length it was back in issue 50. Keep the changes to the look, but please make it three pages long like it was just a month ago.

Joshua L.
via the Internet

Done and done.

I would like to compliment whoever gave the responses to [last month's] letters. I was laughing for at least 10 minutes. The lines about the [sword] and PS2 were great!

NIsaacs9
via the Internet

If you dropped a GameCube on your head, you're still likely to get brain trauma.

John F.
via the Internet

Yes, but then the little medical gnome housed inside the GCN would come out and bandage the wound for you.

Sorry I have to do this, but I'd like to complain about the new Pulse design. Nintendo gaming, expecially the letters section of Nintendo Power, is about community. I think the fan art, and even the general design of the old Player's Pulse, helped to give it a sense of community. For instance, the art lets players express themselves more than simple written words do. You say the new Pulse is more "clean and sophisticated," but I think a sloppy, unsophisticated design is better; after all, gamers like to goof around and have fun when they discuss games. In fact, Volume 185's Pulse topics were filled with a lot of silliness; not exactly very "sophisticated."

Vincent B.
via the Internet

Why Didn't We Think of That?

Me and my friend Peter think it would be really cool if you had a co-op Legend of Zelda game.

Mike G.
via the Internet

That's a great idea. If only such a game existed. . . .

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ZELDA
Four Swords Adventures
E

Scan-tastic

I recently talked one of my friends into buying a GameCube. However, I could not help but notice that the Digitial Audio/Video port was missing. I happen to have a progressive scan-compatible TV along with my GameCube and a component video cable that I ordered from store.nintendo.com, as my GameCube has a Digital Audio/Video port on it. Games like F-Zero GX and Metroid Prime look stunning in progressive scan mode. Now that Nintendo has removed the Digital Audio/Video port from newer GameCube models, does that mean that future games on GameCube will no longer do progressive scan? Because that would be a real shame.

Jerry F.
via the Internet

Not at all. On the contrary, though few gamers regularly take advantage of it, a number of upcoming GCN releases will feature a progressive scan mode, including Metroid Prime 2 Echoes and Resident Evil 4.

Mutant Ex

I was reading Volume 185, and when I came to the Epic Center section, I saw the picture of Wolverine and thought, "I wonder if some Ex-Lax would help?" What do all of you think?

Chiefbutz
via the Internet

We'd agree with you, but we're afraid those adamantium claws would somehow find their way into our vital organs if we suggested it to him. And he might call us "bub," which would hurt our feelings.

Appreciation for the Classics

This month I got my NP and commenced to go through the entire issue. I noticed that in Pulse, stan__kyle7 suggested a retro section for the magazine. I love that idea! It would be so cool, being the collector and retro gamer that I am. You could also have people send in pics of their collections and do reveiws on classic games like Star Fox and Metroid.

P.S. I love the new Player's Pulse (especially the NSider [forums] part).

Ben S.
via the Internet

I think the classics section is a good idea because a lot of people like to play classic games. The kids today need to learn about the classics. They're all caught up in their Shrek 2 and their cassette tapes and they have no idea what happened before 1999. If the Classic NES Series hadn't come along, then they probably never would have played Super Mario Bros. or The Legend of Zelda. Stan__kyle7, my hat is off to you.

Kyle S.
via the Internet

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Cassette tapes? We've heard those are really hip with the youngsters these days. Anyway, the idea of a retro section seemed to strike a chord with many of our readers. We got quite a few responses from people who would like to see us revisit the classics. If we do include such a section in future issues, we promise never to run this hideous box art depicting an old man in a blue-and-yellow jump suit.

Know Your Role

I am a concerned gamer with brothers that has a problem. In the Tales of Symphonia article in issue 182, you guys claimed that there was a multiplayer co-op mode. I thought, "Great! An RPG that we can play together." [But] in issue 183, the review says "one player." Which is it?

FFTAFanatic921
via the Internet

Up to four players can participate in the battles. If you don't mind watching player one control everything between skirmishes, it can be a pretty fun multiplayer experience.

Prime Theories

I was reading the Metroid Prime 2 Echoes preview in Volume 184 and the first thing I noticed was that the Luminoth bear a strong resemblance to the Chozo, physically and in their description. The article said, "on the verge of total extinction. An intelligent civilization, the Luminoth have highly developed scientific minds." Plus, I've heard that the Luminoth will provide upgrades for Samus's Power Suit throughout the game. When I put all of these together, I theorized that the Luminoth could even be descended or evolved from the Chozo themselves! Am I right or am I just plain crazy? Either way, Metroid Prime 2 is no doubt going to be one of the best games ever.

Sean Z.
via the Internet

You're absolutely right... Prime 2 is definitely going to be one of the best games ever. Regarding your theory about the Luminoth, we're sworn to secrecy, but check out our cover story for tons of other new information. If you still aren't excited for Echoes after reading that, it might be time to look for a new hobby.

Decision 2004

There is a sad generalization that young people today don't think voting or politics are very important. I think Nintendo should set an example by showing children that voting is cool: have Nintendo characters endorse the candidates. Hopefully, seeing their favorite characters interested in politics would inspire interest in young people themselves.

Adam G.
via the Internet

We liked your suggestion, so we asked the guy from Balloon Fight who he endorses and he said, "I always vote Bull Moose!" Then he floated away.

Wario says: Vote early and often!

Lost Tales

There is a game I have been waiting for a very long time, and that game is Tales of Phantasia. I have been excited about it ever since it appeared in Game Watch in the summer of 2002. So, a few days ago I went on a game site to find the release date. Much to my surprise, it was scheduled to be released on December 31, 2004. And then when I checked it again a few hours ago, the North American release date was just gone. So I thought I'd go to the good people at NP to help me out on this one. What's going on?

Chris W.
via the Internet

We checked with Namco, and unfortunately, the publisher currently has no plans to bring Tales of Phantasia to the United States. We'll let you know if the situation changes.

Left-Handed

I love the fact that Nintendo has such a high-tech gadget coming out soon, with WiFi capabilities and touch screen/stylus functions. But the question that has been on my mind since I found out that the DS has a touch screen and the stylus pen is, Will the DS or the games that require the stylus/directional pad as the main controls for the game (i.e. Metroid Prime Hunters) offer an option for switching main controls from the directional pad to the XYBA "pad" for those of us who are south paws? If I'm unable to switch controls to use the stylus in my left hand and the X, Y, B and A Buttons as my other controls, I'm afraid I won't be able to play my favorite games.

AzureDragonMan
via the Internet

Don't fret—turn to our Nintendo DS feature on page 34 to learn how developers are addressing various control styles.

Fan Art Update

You can now post your fan art on the forums at nintendo.com for the whole world to see. Simply go to forums.nintendo.com, click on the Fan Art message board and read the "Posting Guidelines" thread at the top of the page. Moving the artwork to the forums allows us to display a lot more of it than we could ever fit in the pages of the magazine.

Correction: In last month's Pulse, we credited stan_kyle7 for the letter regarding solar boy Django's appearance in Mega Man Battle Network 4. That letter was actually submitted by Hunter T. via the Internet. Sorry, Hunter!

Discussion from the NSider Forums – forums.nintendo.com

Resident Evil 4

A new RE4 trailer came out the other day that revealed some new information about the game. An interesting thing in the trailer was the image of a strange woman. No one is sure yet, but in my opinion it looks a lot like Claire.

Ananag12

Rumors abound that it is either Claire or Ada Wong. Wong did wear a red dress similar to that.

Gundam_Halo

Editor's note: You can check out the new trailer at nintendo.com.

Surround Sound

I'm so excited! My husband fixed my stereo system with surround sound. What game should I play? What games sound awesome with surround sound?

Hen

Eternal Darkness, but only if you allow the sanity effects to continue. Absolutely the creepiest sound effects ever, coming from all directions. F-Zero GX is a close second. The sound of 29 other drivers jockeying for position all around you is very cool.

Gamemachinejoe

New Concepts vs. More of the Same

I hear about how some people think that there are too many sequels rather than new and innovative games. Well, I have a thought on that: I don't think it's necessarily that developers are coming up with less creative ideas, but that there are a lot of favorites that people want more of. Star Fox, Metroid, Mario, Zelda, etc. People love and want more of these games, so they take more of the spotlight than the new things that come out.

Black_Phantom

I don't have a problem with sequels. I just want them to not be complete rehashes of already-released games. I think that sequels should introduce new gameplay and/or concepts to the series. Unfortunately, lots of game companies simply make a sequel to be exactly like the previous title.

JSR

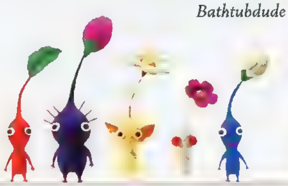
Pikmin 2 Review

Pikmin 2, like its colorful predecessor, is a quirky strategy game that borders on unclassifiable. Chocked full with innovation and adventure, this is definitely not a game to be lost in the herd of titles rushed out for the fall season.

The graphics are not mind-blowing, but they are quaint and definitely set the atmosphere well. The textures are particularly impressive. The single-player experience is a good length, with huge, sprawling courses and tons of fodder for memorable moments. The two-player experience, though fun, is definitely not one of the main attractions. It had a lot of work put into it, no doubt, but still feels like it could have been better applied with more variety.

The game is not perfect, to be sure, but it comes darn close in the one category that matters most: gameplay. Easy to pick up and play, fun to get serious about and always good for some light-hearted humor, Pikmin 2 is a definite pick for your next trip to the game store.

Bathtubdude



Landon's way or your way. It makes no difference how you play. Just get out there. Anytime. Anywhere.
VERB

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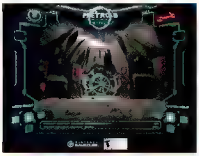
NINTENDO ONLINE

Samus's Legacy Continues

Games



Nintendo's online team is whipping up some special surprises in preparation for the release of Metroid Prime 2 Echoes, one of which is the game's site at metroid.com. The site is still in development, but what we've seen so far is very impressive. Its high-tech navigation system and audio were inspired by Samus's visor graphics, and exploring the site makes you feel like you're immersed in the game already! We'll bring you more news on metroid.com as Metroid Prime 2 Echoes's November 15th release date draws closer.

Experience the Fusion

The Fusion Tour continues to bring a blend of the hottest music and video games to cities around North America. Visit nintendofusiontour.com for all the tour info, including ticket info, dates, locations and the band lineup. The tour ends November 20th—don't miss out!

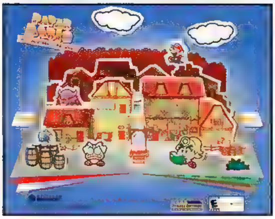
Your DS Headquarters

NINTENDO DS™

The countdown has begun—Nintendo's highly anticipated handheld system is quickly approaching its November 21st release, and nintendo.com is your DS source. We'll give you detailed system info, as well as all the latest Nintendo DS news and software announcements.

Pop-Up Heroes

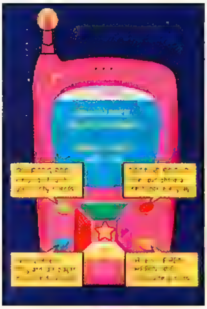
Games



Explore the colorful and immersive world of Paper Mario: The Thousand-Year Door at papermario.com. The site design emphasizes the game's highly stylized graphics and variety through imaginative exploration-based navigation. For instance, when you travel from one area to another on the site, you'll come across clever Flash animations of Mario and company, and their environment, undergoing paper transformations. You'll also find battle videos, and game and character info. You'll even discover morsels of Paper Mario's signature humor sprinkled throughout the site—the more you explore, the more you'll uncover.

Dial in to Dream Land

Games



Last month we introduced you to the Kirby virtual cell-phone feature at KirbyKirbyKirby.com, and this month we have a few new details to share. We've learned that you can customize the phone's color and select a copy-ability-themed antenna accessory. You can also call your favorite Dream Land characters, including Meta Knight, Tiff and Tuff, and King Dedede, and listen to messages from them, including *Kirby* cartoon previews. Watch the show on Fox Box on Saturday mornings, search the site and listen to the Dream Land messages to discover codes that you can enter into your virtual phone to unlock more goodies!

Congratulations to our latest Sages!

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AMORBIS
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Landon Donovan.
Pro soccer superstar.
Yard Socc-minton amateur.

At VERBnow.com you'll find games even Landon hasn't played, like Yard Socc-minton, Beach Hop Hoops, and Playground Bad Ball. Just visit the Game Generator. It's the ultimate tool for creating tons of fun games to play with your friends (or pro athletes).

Check out the Game Generator on the all-new VERBnow.com.

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

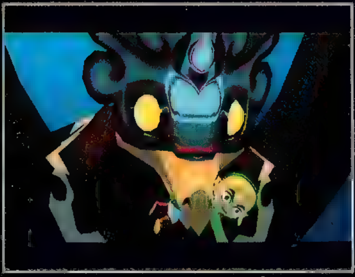
Electronic Arts has been fiendishly quiet about GoldenEye: Rogue Agent for months, but we got a Rogue Agent producer to sing—and we didn't even have to break out our "special tools." Check it out on page 24.

A DATE WITH DS DESTINY

The date has been set: The Nintendo DS will start its industry-changing global rollout in North America on November 21 at a manufacturer's suggested retail price of $149.99. The Japanese release is planned for December 2, and European gamers are set to get the new handheld early in 2005. Publishers have committed many games for launch and the weeks following—each of which employs the DS's dual screens, touch control, wireless connection or other features in an amazing variety of ways. See our Nintendo DS launch preview starting on page 34 for details on the early crop of DS games, plus two titles packed in with the DS itself, including a playable demo of Metroid Prime Hunters. You can count on Game Watch to bring you breaking news on the growing number of DS titles in development—over 120 at last count—as the handheld heads into 2005 and beyond. We're already hearing that THQ will bring the comic juju of its Tak series to the dual-screened system as one of its "five more titles in development" beyond a SpongeBob SquarePants in the works. No doubt, the publisher will make the DS version of its popular jungle platformer a highly Tak-tile experience.

PLAYER'S CHOICE GETS EVEN MORE CHOICE

On October 4, Nintendo revealed very good news for frugal gamers. All Player's Choice titles are now set at one price point—$19.99 MSRP. A savory range of first-party titles will drop to the new standard price: Nintendo's cel-shaded masterpiece, The Legend of Zelda: The Wind Waker, and the race-and-glide spectacle, Kirby Air Ride, which were both at $49.99 MSRP, plus Wario World, Mario Golf, Super Mario Sunshine and Animal Crossing, previously at $29.99 MSRP.

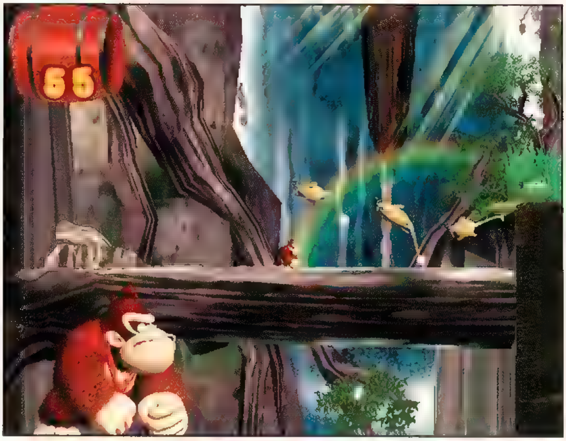


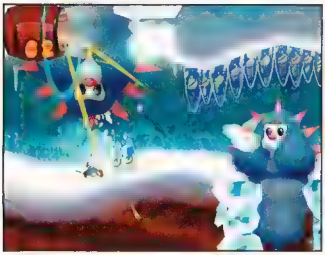
FUSION TOUR KICKS OFF WITH KONGA

The day after tearing through Vegas on the Nintendo Fusion Tour, headliners Story of the Year kicked off the California leg of the tour with a party in Los Angeles on September 27. The emo-infused rock band took a swing at Donkey Konga at the Hollywood bash, where frontman Dan Marsala, drummer Josh Wills and the rest of the band went a few rounds with the rhythm-action title. The 37-city Nintendo Fusion Tour, which also features My Chemical Romance, Letter Kills, lostprophets, and Anberlin (which gives its spot to Autopilot Off in early November) runs through November 12. In addition to the music, the tour will feature demo kiosks of upcoming Nintendo games, along with Nintendo DS preview stations. Check out nintendofusiontour.com for tour dates and locations.

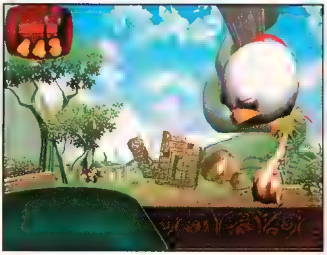
JUNGLE BEAT SWINGS INTO VIEW

As Nintendo's wild musical-rhythm game, Donkey Konga, shakes up the game charts, we're already looking forward to the next title to utilize the DK Bongo controller, Donkey Kong Jungle Beat. Scheduled for a 2005 release, the game has already gained huge critical acclaim for using drum control to move Donkey Kong through his classic turf, the side-scrolling platformer. The E^3 demo let the player move DK left and right by drumming on the corresponding bongo, send him leaping by slapping both skins, and cause him to clap up shockwaves by, of course, clapping for the drum's audio sensor. (Not to mention what *really* hooked gamers: drum-driven punch-out scenes between DK and a sinister gorilla.) Recent screenshots from Japan reveal a game that's shaping up to be the most raucous—and groundbreaking—romp to hit the Nintendo GameCube.

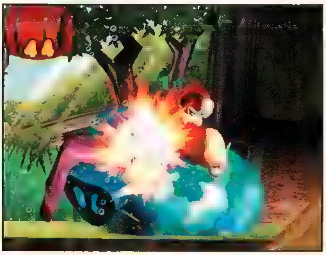




At times in his drum-controlled romp, Donkey Kong will hop on the back of a creature, and you'll pound the DK Bongos to drive his pack animal onward through obstacles.



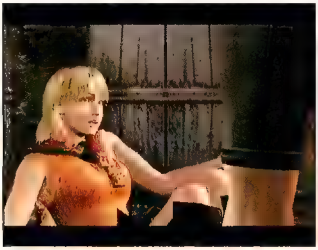
The imagination radiating from Donkey Kong Jungle Beat is registering off the charts—even for a Nintendo game. We're already afraid to wake up the fowl freakosity seen above.



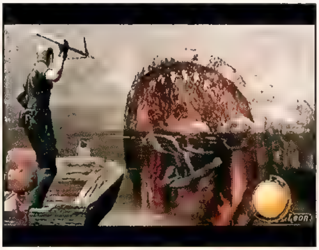
The more you batter the DK Bongos, the closer Donkey Kong gets to KO'ing his foes. We can't wait to feed creatures a smorgasbord of knuckle sandwiches in Donkey Kong Jungle Beat.

SINK YOUR TEETH INTO RESIDENT EVIL 4

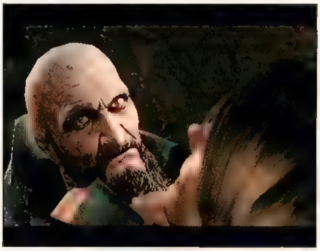
During NP's exclusive E^3 interview with producer Hiroyuki Kobayashi, in which he maintained the RE4 party line—its resident evils are *not* zombies—Kobayashi then dropped a load of hints. Such gems, like the gore-thirsty villagers being called Ganado (livestock in Spanish), have stirred up rabid debates among RE followers about what's in store for the January 2005 game. Capcom has released new screens and details that shed a tad more light on the RE4 darkness. Feast away.



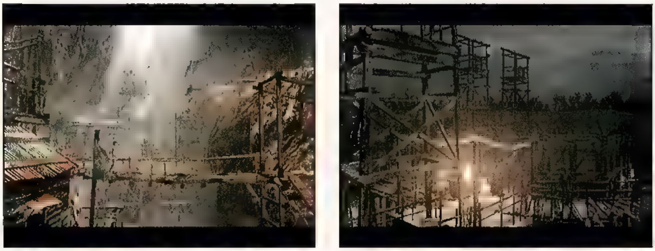
We already know that the hero from RE2, Leon S. Kennedy, heads to Europe to save the president's daughter. New screens confirm Ashley's role as a bright spot in an otherwise gorgeously grim game.



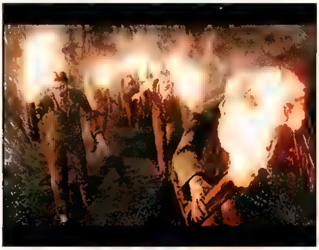
Capcom has revealed that the behemoth in the lake is worshipped by the nearby villagers, and that "no one knows what the creature's true form is." We know one thing: it's got serious halitosis.



The publisher has pointed out another potential hint that may have been staring us all in the face for the last few months: the village chief has an odd prosthetic in his left eye socket. Ick.



Capcom made jaws drop months ago with a demo that showed a rural village filled with speedy denizens, and RE4 acolytes have wanted to see past its edge ever since. The publisher now confirms that the village is much larger, and includes the quarry shown in the above screenshots.



New screens of villagers show that RE4 may have the most sophisticated graphics in the current generation of games, though we're still in the dark about what the nonzombies really are.

QUICK HITS OF BIG NEWS

SPLINTER CELL PRESENTS A UNIFIED FRONT IN '05

Ubisoft has confirmed that the third game in the Tom Clancy's Splinter Cell series, subtitled Chaos Theory, will be coming to the Nintendo GameCube. The stealth title, which took its stunning bow at the Electronic Entertainment Expo in May, will be launching simultaneously on the PC and all home consoles in March 2005—great news for Clancy's GCN fans.

RARE APPEARANCE OF MR. PANTS

THQ has announced that a long-anticipated GBA puzzle-action game, Rare's It's Mr. Pants, will see the light of day in November. The title should be as addictive as other shape-twirling puzzlers, but its true claim to fame will be its very Rare sense of humor. The titular underpants-wearing stick figure—which the UK developer slipped into the N64's Jet Force Gemini—spouts Brit twaddle like "splendid!" and undie-comments like "poo!" during gameplay, and his brightly colored undergarments are strewn throughout the puzzler.

AND SPEAKING OF POOH

In tandem with the early-'05 release of *Pooh's Heffalump Movie*, Ubisoft will publish Disney's Winnie the Pooh Rumbly Tumbly Adventure for the GCN and GBA. The game sends young players (Ubisoft suggests "children 3+") into the One Hundred Acre Wood to help Pooh on his eternal search for honey.

"ELF" HITS THE GBA SCREEN

Crave plans to bring New Line Cinema's *Elf* to the Game Boy Advance in November to coincide with the comedy's DVD release. The game's 10 missions will follow the story of one of Santa's helpers—played by yukmeister Will Ferrell in the film—who runs amok in New York City as he searches for his human father.

DBZ SUPERFANS UNITE

Atari has announced a December release for Dragon Ball Z: Budokai 2. The sequel to the GCN brawler includes Dragon World, a new story-based mode that leads to varying matchups, surprise character appearances and branching paths. It throws fave DBZ villain Buu into the mix as well.

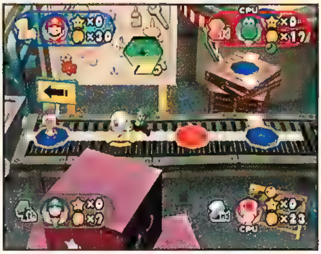
GET A GRIP ON OLD-SCHOOL CONTROL

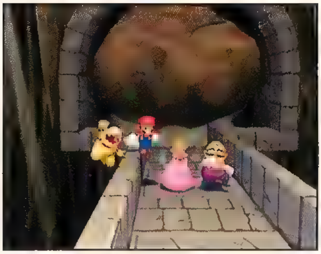
With the likes of Metroid coming in the second wave of the Classic NES Series (due October 25), gamers who enjoy GBA titles via the GCN's Game Boy Player may get nostalgic for the pre-joystick era of console control. Now there's a solution—Hori has tailored its Digital Game Pad for use with the GBA. The controller has a larger control pad, among other nips and tucks. Hori plans to release it in black and indigo in November for $14.99 MSRP.

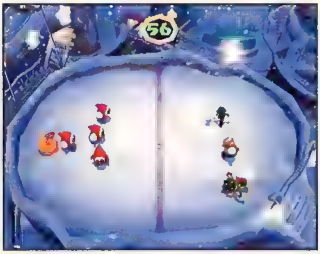
MARIO PARTY 6

Game Type: Party-Action
Publisher: Nintendo
ETA: December 6, 2004
System: Nintendo GameCube

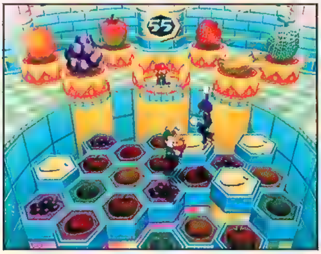
Mario's been partying since '99, and his sixth bash makes big changes to the series. MP6 offers up some minigames that are controlled by the included microphone peripheral, but the changes don't stop there. Though the foundation o' fun remains—boards chocked with minigames, and your perennial quest for stars—the new night-and-day system shakes things up every few turns. When day turns to night, helpful Donkey Kong spots transform into booby-trapped Bowser spots, friends like Toad morph into foes like Shy Guys and minigames take darker twists. MP6 has also given MP5's pacing a needed jolt; CPU players now race through their turns, making yours come sooner. Although the game's style looks to be pushing further into sugary pastels, the minigames seem to be ratcheting up the title's challenge, creativity and comic potential. If you're a party fiend, keep an eye out for MP6.


MP6's boards run through new areas, like E. Gadd's Garage, that are filled with hazardous spots.


Those jonesing for minigames that drop Mario and company into manic situations will find a bonanza.



Some minigames, like Snow Brawl, change in the p.m., when Shy Guys replace ball-hurling monkeys.

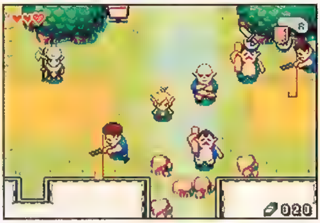


Using the mic, you can call out the names of delicious produce to collapse the floor in Fruit Talktail.

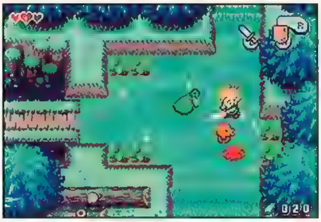
THE LEGEND OF ZELDA: THE MINISH CAP

Game Type: Adventure
Publisher: Nintendo
ETA: January 2005
System: Game boy Advance

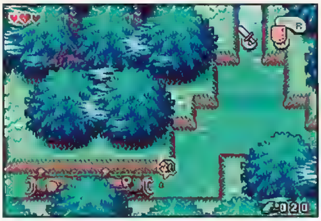
If you don't count Link's marvelous Four Swords multiplayer quest included with the GBA's A Link to the Past, you'd have to look to Oracle of Seasons and Oracle of Ages on the Game Boy Color for an original handheld Legend of Zelda game. But the first hours of gameplay in The Minish Cap make us believe it's been worth the wait. The graphics, the dialogue, the music, the creature innovations Link's upcoming quest reaches deep into the GBA to bring Hyrule to life in the palm of your hand. And after Zelda runs afoul of one of gaming's most up-and-coming villains—a young Vaati, the sorcerer featured in the GBA and GCN Four Swords games—Link must take up a quest to a fully realized world underfoot. With such a massive dual landscape to explore, the game's cutting-edge Kinstone system—which encourages players to find and piece together shards for magical effects—should keep players busy far beyond the main dungeon-busting quest.



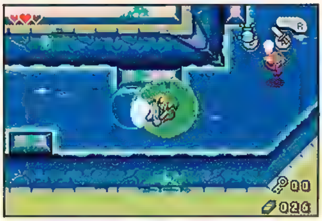
And we thought Four Swords for the GCN set a new standard for chatty villagers—early travels in The Minish Cap brim with Hyrule talkers.



After you save Ezlo, a creature that seems to be half-bird, half-headgear, it'll be inseparable from you. It's pretty daffy and offers much sage advice.



After Ezlo shows you how to shrink down to Minish size (use your microscope to spot Link), you'll travel in the overworld in search of ant-sized holes that grant access to wee realms.



Though Deepwood Shrine seems like shrinky-dink trail clutter when Link's normal-sized, it magnifies into one of Minish Cap's amazingly complex dungeons when he's tiny.

NP MADE GOLDENEYE PRODUCER CHRIS PLUMMER TALK

Electronic Arts sent shockwaves through the gaming world earlier this year when it announced that it was benching James Bond in what many had assumed was a direct sequel to GoldenEye 007, the N64 classic. GoldenEye's new subtitle—Rogue Agent—revealed EA's sinister intentions for a game that had a black-sheep relation to the original FPS: gamers would fill the role of a fallen agent making his career in the world of Bond supervillains. After dropping the bomb, EA was incredibly tight-lipped about the title. But as the November launch date of GoldenEye: Rogue Agent nears, we've pried loose more than a few details from Chris Plummer, senior producer at EA's Los Angeles studio—and found that many more nefarious plans are in the works.

> *"No Bond. No rules. No mercy. And if you catch someone in a deathtrap in Rogue Agent, they will die."*
>
> *— Chris Plummer, Electronic Arts*

Nintendo Power: What qualities does it take to become a Bond villain?

Chris Plummer: James Bond villains are a lot like the villains in superhero fiction, but set in a more realistic and familiar world. They're unique because they're glamorous; surrounded by beautiful women and living a royal lifestyle, rich beyond many nations and guarded by private armies and loyal henchmen who are both infamous and legendary. But they're brilliant, sophisticated and cunning—out to rule the world or dominate their obsessions at all cost. Bond villains have such incredible power and resources at their disposal that only a figure of superheroic proportions can deal with them. That's why there's 007. He's there because the Bond universe is full of powerful supervillains and only someone of his caliber can take them on. That now includes our protagonist, GoldenEye, the MI6 outcast who uses his license to kill for the other side.

NP: Who's your favorite Bond villain?

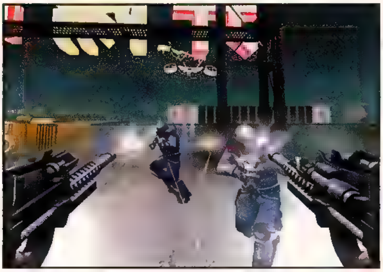
CP: It's hard to pick just one, but one of my favorite classic Bond villains is Auric Goldfinger, because he had such a brilliant criminal mind to conceive of Operation Grand Slam. When I first saw *Goldfinger* on film, I thought he was this greedy guy who was out to steal the gold from Fort Knox. But then you realize he was a lot smarter than that, and his real plot to irradiate the US gold depository with a nuke would pretty much give him a monopoly on this strategic global commodity—a far more sophisticated plan than robbing a US bank. I also liked the fact that Goldfinger could still have a good time and kick back by the pool—he lived a balanced life. And his chief henchman is one of the all-time classics: Oddjob, with his steel-brimmed hat. And how can you not love a guy whose personal pilot is none other than Pussy Galore! I guess all of that influenced our decision to make Goldfinger one of the principal characters in GoldenEye: Rogue Agent.

NP: Bond villains are famous for putting the agent in an inescapable situation, then leaving, only to have 007 escape. How were you able to get around that loophole?

CP: Since the game isn't about 007, this and other Bond-specific character constraints were easy to circumvent. No Bond. No rules. No mercy. And if you catch someone in a deathtrap in Rogue Agent, they *will* die.

NP: The original GoldenEye was a signature game for the N64. What features from that game fit into the new one?

CP: Multiplayer is a big part of our game, as it was with the original classic. We have a lot of maps, modes and unlocks that fans of the original will appreciate. Dual weapons is another feature from the original that we adopted early on and took it to the next level with independent triggers and the ability to mix and match a wide variety of dual-wield weapons for tons of depth. It's such a natural evolution on a classic FPS mechanic that I believe other FPS games will feel compelled to emulate it from this point on. Speaking of setting standards, I always thought it was really innovative to be able to pull off headshots in the original GoldenEye 007, and from that point on, all shooters had to emulate that. We took that idea a step further by rewarding players who play with skill. So knockouts and melee throws and deathtraps and other stylish means of eliminating enemies [are] rewarded to reinforce the idea of playing like a rogue agent. At the end of the day, we think we have a really addictive and replayable shooter on our hands that pulls you deep into the Bond universe. That's probably the strongest connection any game can have with that original console shooter classic.

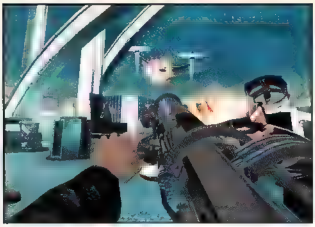


NP: GoldenEye: Rogue Agent uses the E.V.I.L. AI engine. What do the letters stand for?

CP: E stands for emotion-based. The AI behaviors are motivated by human emotions simulated in real time, rather than scripting. That can lead to very believable yet unpredictable behavior. Each AI has independently driven emotions that are influenced by what the player is doing, so no two battles will ever unfold exactly the same way.

V stands for visceral because we wanted the cinematic moments to be delivered via the AI rather than through scripted sequences that always happen at a predictable moment. In most shooters, when something cool happens, it always happens at exactly the same place and time every time you play. But in Rogue Agent, if an enemy commander grabs one of his own as a human shield, that won't be scripted; it will emerge from the AI because you were intimidating the hell out of that commander (probably by playing like a villain), and so he lost his cool and took extreme measures. You'll call up your friend to tell him what happened, and he'll have a different story about the same encounter. This is one of the huge benefits of our AI system.

I stands for what all AIs need, which is intelligence. For the style of play in Rogue Agent, it was important for the AIs to be intelligent about their surroundings. Using cover is an important part of



our gameplay, and the AIs are very smart about using it, especially the higher-level guys. They're also capable of using machine traps and other environmental hazards against the player. Most importantly, they do all of these smart things without cheating. Just turn on your GoldenEye's MRI vision and sneak up on a guy after he loses sight of you—you'll see they don't cheat. They're just really intelligent.

Finally, the L is for learning. The AIs learn and respond to changes in their environment and situation. If there's a commander in the area, the AIs will benefit from more-advanced group behaviors. If you blow away a chunk of cover, the AIs learn that and won't try to take cover there anymore. And the player will learn by watching the AI. You might not realize there's a deathtrap in the room until the AIs use it on you.

NP: What led to the development of the game's GoldenEye? What abilities does it give the player?
CP: We knew our villain needed a stand-out feature to live in the same league as other famous Bond villains and henchmen such as Oddjob, with his steel-brimmed hat, Jaws, with his metal teeth and Dr. No, with his mechanical hand. For our character, it is the GoldenEye that is not only your most potent tool and weapon, but your namesake as well.

The GoldenEye offers both passive and activated benefits. The activated features come in the form of upgrades over the course of the game, provided by Francisco Scaramanga, the Man with the Golden Gun himself. The upgrades consume energy when activated, but this energy recharges—especially when you're demonstrating the skills of a villain.

Your first upgrade is MRI vision, which lets you see through walls and obstacles. Combine that with a rail gun, and your enemies will never know what hit them. Next comes the EM hack feature, which can tamper with an enemy's weapon, control computers [remotely] and hack defensive turrets to turn on your enemies. Your third upgrade is the magnetic polarity shield, which deflects incoming damage and can even be discharged into your enemy with a well-placed melee strike. The final GoldenEye upgrade is a magnetic induction field that can grab enemies off the ground and throw them great distances—off buildings, out windows, into other enemies or toward the player so he can grab the victim's weapon.

NP: What are the main differences in designing for first-person and third-person perspective?
CP: Pretty much everything is different when you're making a first-person game. The fundamental game mechanics are different, as are the technologies used to develop the game. This entire team is made up of seasoned first-person-shooter pros. We built the LA studio around an expertise in the first-person-shooter category and augmented that expertise with all-stars from around the industry and the EA world to make the game.

NP: The game incorporates original locations, along with classic locations from the Bond films. How do you go about creating a new place that's Bond-worthy?
CP: We hired legendary production designer Sir Ken Adam to do for Rogue Agent what he did for the Bond universe in film. Ken was the visual architect for the looks of the Bond films, starting with *Dr. No*, *Goldfinger*, and *Thunderball* all the way to *You Only Live Twice* and *Moonraker*. His timeless vision for the Bond universe touches many aspects of Rogue Agent. He designed the look for our original locations and even reinvented some of his original creations to reflect modern sensibilities. Ken is the man. He defined the look of the Bond universe in film and brought that to our game. You can't get any more authentic than that.

NP: The development team included other film artists, in addition to Ken Adam, to create the look of the game. What are the advantages and challenges of using a cinematic approach to design?
CP: These key members have been amazing to work with and have provided the authenticity and style of the game we were striving for with GoldenEye: Rogue Agent. Sir Ken Adam's, costume designer Kym Barrett's and character designer Rene Morel's contributions have been extremely beneficial to the production process which helped pave the way for the overall look and feel of the game.

Rene Morel's models are such powerful, lifelike replicas of infamous Bond villains that you actually feel as if they are in the flesh. Kym Barrett's stylistic contributions lend the necessary villainous flavor to the characters' look. She designed the costumes for the *Matrix* films and knew the cinematic feel we were looking for. Sir Ken Adam had a tremendous amount of input on the overall look of our game. We went through a process of education where our team and Ken learned from each other. Ken learned about our game and our technology and how to get a great performance from our AI characters, and our team learned a lot more about the Bond legacy and what's important about Ken's trademark style of design. He is one of the most important reasons why our game looks incredibly consistent with the Bond universe. We wanted to ensure that Rogue Agent reflected his timeless vision for the Bond universe, and I think it worked out beautifully.

NP: Now that you've made a game that allows the player to be a villain, will you ever be able to go back to making hero-centric games?
CP: That's a tough call. It's a lot of fun to be a bad guy, especially a Bond villain. GoldenEye is no street thug; this is a guy who lives in a volcano lair and rides to work in a $50 million helicopter piloted by Pussy Galore. What else is there? I want to be that guy.

GAME WATCH FORECAST

NINTENDO GAMECUBE

ADVANCE WARS: UNDER FIRE
ALIEN HOMINID
BATEN KAITOS:
  ETERNAL WINGS AND THE LOST OCEAN
CALL OF DUTY: FINEST HOUR
CHICKEN LITTLE
THE CHRONICLES OF NARNIA: THE LION,
  THE WITCH AND THE WARDROBE
CONAN: THE DARK AXE
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON WORLD 4
DISNEY'S WINNIE THE POOH RUMBLY
  TUMBLY ADVENTURE
DONKEY KONG JUNGLE BEAT
DRAGON BALL Z: BUDOKAI 2
FIRE EMBLEM
FROGGER
FUNKYDILLA
GEIST
GOLDENEYE: ROGUE AGENT
INTELLIVISION LIVES!
JUSTICE LEAGUE
KILLER 7
KING ARTHUR
THE LEGEND OF ZELDA*
LEMONY SNICKET'S A SERIES OF
  UNFORTUNATE EVENTS
THE LORD OF THE RINGS: THE THIRD AGE
MARIO PARTY 6
MARIO POWER TENNIS
METROID PRIME 2 ECHOES
MIDWAY ARCADE TREASURES 2
MINI-GOLF MAYHEM
MOBILE SUIT GUNDAM
THE MOVIES
NBA STREET V3
NEED FOR SPEED UNDERGROUND 2
NFL STREET 2
ODAMA
ONE PIECE: TREASURE BATTLE
PILLAGE
PINBALL HALL OF FAME
THE POLAR EXPRESS
PRINCE OF PERSIA: WARRIOR WITHIN
RESIDENT EVIL 4
ROBOTS
ROCKET POWER: ZERO GRAVITY ZONE
ROOM ZOOM
SCALER
SPIDER-MAN 3
SPYRO: A HERO'S TAIL
STAR FOX
STARCRAFT: GHOST
STRIKE FORCE BOWLING
TEN PIN ALLEY 2
TIMESPLITTERS: FUTURE PERFECT
TINY TOONS:
  DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S GHOST RECON 2
TOM CLANCY'S SPLINTER CELL:
  CHAOS THEORY
UNITY
THE URBZ: SIMS IN THE CITY
VIEWTIFUL JOE 2
WORLD CHAMPIONSHIP POKER
WORLD CHAMPIONSHIP POOL 2004
WORMS FORTS: UNDER SIEGE!

GAME BOY ADVANCE

AERIAL ACES
BANJO PILOT
BEJEWELED
BEYBLADE G-REVOLUTION
CABALA'S BIG GAME HUNTER
  2005 ADVENTURES
CHICKEN LITTLE
CT SPECIAL FORCES 3: BIOTERROR
CUSTOM ROBO GX
DEAD TO RIGHTS
DISNEY'S ALADDIN
DISNEY'S WINNIE THE POOH RUMBLY
  TUMBLY ADVENTURE
DK: KING OF SWING
DONKEY KONG COUNTRY 2
DORA THE EXPLORER: SUPER STAR
  ADVENTURES
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DUEL MASTERS 2: KAIJUDO SHOWDOWN
ELF
F-18 SUPER HORNET
FAMISTA ADVANCE
FEAR FACTOR UNLEASHED
FINAL FANTASY I & II: DAWN OF SOULS
HAMTARO: RAINBOW RESCUE
HARDCORE POOL
HOT WHEELS STUNT TRACK CHALLENGE
I-NINJA
ICE NINE
IT'S MR. PANTS
JUKA AND THE MONOPHONIC MENACE
KIDS NEXT DOOR: OPERATION S.O.D.A.
KINGDOM HEARTS: CHAIN OF MEMORIES
LADY SIA II
THE LEGEND OF ZELDA: THE MINISH CAP
THE LORD OF THE RINGS: THE THIRD AGE
MARIO PARTY ADVANCE
MEGA MAN ANNIVERSARY COLLECTION
METAL SLUG ADVANCE
MICKEY'S MAGICAL QUEST 3
MONSTER TRUCKS
NEED FOR SPEED UNDERGROUND 2
ONE PIECE: GRAND BATTLE
PAC-MAN WORLD
PAYBACK
PIRATE BATTLE
THE POLAR EXPRESS
RACING GEARS ADVANCE
RADIUM
RAVE MASTER
RIVER KING
ROBOTS
SANTA CLAUS SAVES THE EARTH
SCURGE: HIVE
SMASHING DRIVE
SPEED BALL 2: BRUTAL DELUXE
TALES OF PHANTASIA
TALES OF THE WORLD:
  NARIKIRI DUNGEON 2
TEXAS HOLD 'EM POKER
TIM BURTON'S
  THE NIGHTMARE BEFORE CHRISTMAS
TINY TOON ADVENTURES: SCARY DREAMS
TOKYO XTREME RACER ADVANCE
ULTIMATE TABLE GAMES
THE URBZ: SIMS IN THE CITY
WORLD CHAMPIONSHIP POKER
WORLD REBORN
WWE SURVIVOR SERIES
X-BLADEZ: INLINE SKATER
XYANIDE
YU YU HAKUSHO: TOURNAMENT TACTICS
YU-GI-OH! DESTINY BOARD TRAVELER

NINTENDO DS

AIR ASSAULT 2
ANIMAL CROSSING DS
ASPHALT URBAN GT
ATARI CLASSICS
BOKTAI*
BOMBERMAN
BRAIN TWISTING GAME VOL. 1,
  COOL 104JOKER & SETLINE*
CADACEUS
CASTLEVANIA*
CHORO-Q DS
DRAGON BALL Z
DRAGON BOOSTER*
DRAGON QUEST MONSTERS*
DYNASTY WARRIORS*
EGG MONSTER HEROES
FEEL THE MAGIC: XY/XX
FINAL FANTASY: CRYSTAL CHRONICLES*
FROGGER 2005*
FUSHIGI NO DUNGEON
THE GAME OF LIFE DS
GOLDENEYE
GYAKUTEN SAIBAN (OBJECTION COURT)*
HARVEST MOON FOR DS*
HISTORICAL SIMULATION GAME*
INTERN TENDO DOKUTA
LEGEND OF THE RIVER KING*
MADDEN NFL 2005
MAH-JONG*
MARIO KART DS
MEGA MAN BATTLE NETWORK
METEOS
METROID PRIME HUNTERS
MINNA NO MAHJONG*
MOBILE SUIT GUNDAM SEED
MONSTER RANCHER
MOONLIGHT FABLES*
NANOSTRAY
NEED FOR SPEED UNDERGROUND
MR. DRILLER
NEW SUPER MARIO BROS.
ONE PIECE
ORGANIZER PLUS
PAC 'N ROLL*
PAC-PIX*
PICTOCHAT
PING PALS
RACE GAME*
RAYMAN DS*
RIDGE RACER
ROBOTS
SECRET OF MANA*
SHIN MEGAMI TENSEI DS
SLIME MORIMORI DRAGON QUEST*
SNOWBOARD KIDS DS
SONIC DS*
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS
SUPER MARIO 64 DS
SURVIVAL KIDS*
TAK*
TIGER WOODS PGA TOUR
ULTIMATE BRAIN GAMES
ULTIMATE CARD GAMES
ULTIMATE POCKET GAMES
THE URBZ: SIMS IN THE CITY
URUSEIYATSURA
VANDAL HEARTS*
VIEWTIFUL JOE
WARIOWARE, INC. DS
WINX*
WORLD SOCCER WINNING ELEVEN*
YU-GI-OH!: NIGHTMARE TROUBADOUR

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

BATEN KAITOS
ETERNAL WINGS AND THE LOST OCEAN
"It's possibly the most beautiful GCN title ever made"
– Nintendo Power

The world of Baten Kaitos exists in an era where lands float in the sky and the once-vast oceans are mere legend. With your help, Kalas and Xelha must struggle to reveal the mystery of the lost ocean and destroy the corruption that threatens their world.

Embark upon an emotional journey across a richly imagined world and detailed character development spanning over 60 hours of gameplay.

Vivid, pre-rendered backgrounds are alive with subtle, ambient animations. Enjoy gloriously rendered battle environments and astounding spell effects.

An unconventional card-based RPG system unites all elements of gameplay with over 1000 types of "Magnus" cards.

RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

NINTENDO GAMECUBE

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POWER CHARTS.186

Nintendo GameCube

[illegible] of new entries on the Player's Choice list this month [illegible] holiday titles start pouring into the office. We'd rave about how much fun we're having with Metroid Prime 2, but that would be rubbing it in.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	[illegible]	[illegible]	[illegible]
2	TALES OF SYMPHONIA	2	2
3	SPIDER-MAN 2	1	3
4	SUPER SMASH BROS. MELEE	5	32
5	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	4	3
6	SONIC MEGA COLLECTION	6	12
7	MARIO KART: DOUBLE DASH!!	10	10
8	MEGA MAN ANNIVERSARY COLLECTION	3	3
9	SOUL CALIBUR II	7	7
10	POKéMON COLOSSEUM	9	6
11	SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM	•	3
12	HARVEST MOON: A WONDERFUL LIFE	15	6
13	SONIC ADVENTURE DX: DIRECTOR'S CUT	12	7
14	SONIC ADVENTURE 2: BATTLE	•	18
15	SHREK 2	11	4
16	SUPER MONKEY BALL 2	•	7
17	TONY HAWK'S UNDERGROUND	•	3
18	NEED FOR SPEED: HOT PURSUIT 2	18	5
19	LUIGI'S MANSION	14	26
20	ANIMAL CROSSING	•	17

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	[illegible]	[illegible]	[illegible]
2	BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN	1	2
3	VIEWTIFUL JOE 2	•	1
4	PAPER MARIO: THE THOUSAND-YEAR DOOR	2	2
5	PIKMIN 2	3	5
6	X-MEN LEGENDS	5	2
7	MARIO POWER TENNIS	•	1
8	SECOND SIGHT	4	3
9	TIGER WOODS PGA TOUR 2005	7	2
10	MADDEN NFL 2005	9	3
11	DONKEY KONGA	8	9
12	TAK 2: STAFF OF DREAMS	•	1
13	THE LORD OF THE RINGS: THE THIRD AGE	•	1
14	TALES OF SYMPHONIA	6	6
15	ALIEN HOMINID	11	2
16	DEF JAM: FIGHT FOR NY	•	1
17	TONY HAWK'S UNDERGROUND 2: WORLD DESTRUCTION TOUR	•	1
18	SRS: STREET RACING SYNDICATE	10	2
19	MVP BASEBALL 2004	13	8
20	MEGA MAN X: COMMAND MISSION	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:

MOST WANTED

1	[illegible]	[illegible]	[illegible]	[illegible]
2	[illegible]	[illegible]	[illegible]	[illegible]
3	[illegible]	[illegible]	[illegible]	[illegible]
4	[illegible]	[illegible]	[illegible]	[illegible]
5	[illegible]	[illegible]	[illegible]	[illegible]

Game Boy

Square Enix has taken over our GBAs this month—both Final Fantasy I & II and Kingdom Hearts are getting lots of play time. We're also reliving our childhoods with the second Classic NES Series. Our current flashback of choice is Castlevania.

	TOP-SELLING GAMES* GAME BOY	[illegible]	[illegible]
1	YU-GI-OH!: RESHEF OF DESTRUCTION	2	2
2	SPIDER-MAN 2	1	2
3	POKéMON RUBY	6	17
4	SUPER MARIO BROS. (CLASSIC NES SERIES)	4	3
5	POKéMON SAPPHIRE	9	14
6	MARIO VS. DONKEY KONG	3	4
7	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	10	11
8	DONKEY KONG COUNTRY	•	8
9	SONIC ADVANCE 3	8	3
10	DRAGON BALL Z: SUPERSONIC WARRIORS	5	2

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source

	PLAYER'S CHOICE* GAME BOY	[illegible]	[illegible]
1	FINAL FANTASY I & II: DAWN OF SOULS	•	1
2	KINGDOM HEARTS: CHAIN OF MEMORIES	•	1
3	MEGA MAN ZERO 3	•	1
4	BOKTAI 2: SOLAR BOY DJANGO	5	2
5	GRAND THEFT AUTO: ADVANCE	•	1
6	ASTRO BOY: OMEGA FACTOR	1	3
7	ADVANCE GUARDIAN HEROES	3	3
8	MARIO VS. DONKEY KONG	9	7
9	MARIO GOLF: ADVANCE TOUR	10	6
10	CASTLEVANIA (CLASSIC NES SERIES)	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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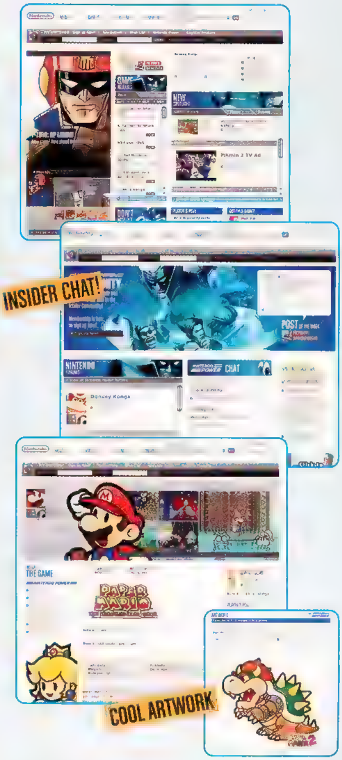

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"...A PHENOMENAL EXPERIENCE..."
—UGO

SPIDER-MAN 2
THE GAME

"DAZZLING SENSE OF AERIAL FREEDOM."
—IGN

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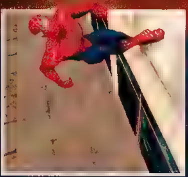
—Gamepro.com

"A MUST HAVE."
—Stuff

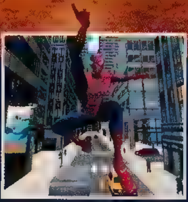
"BEST EVER."
—Yahoo Games Domain

Screenshots are from console game.

Do anything Spider-Man® can with breathtaking new moves and amazing combos.


Go anywhere and interact with anything.

Pick your own path: battle Doc Ock™, bust street crimes or clash with classic villains.


Swing through a living, highly detailed Manhattan.

Web swing for the first time from street to rooftop across the entire city.

See the making of the video game on the *Spider-Man 2*™ DVD. Available Nov. 30.

TEEN
T
CONTENT RATED BY ESRB
Violence

NINTENDO DS
Coming soon.

GAME BOY ADVANCE
PlayStation 2

XBOX
NINTENDO GAMECUBE
N-GAGE NOKIA
SPIDER-MAN
MARVEL
COLUMBIA PICTURES

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SCREEN TEST

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We told you not to take his picnic basket.

YOUR SCREEN TEST CAPTIONS

Our line was: Mee-ouch!

Throw me the idol, I throw you the whip! —Eric P.

I told you to get 2%! Not skim! —Daniel

What do you mean "whip of justice"? —KramzVGRampage

I found your contact! —Tom B.

Silly man. He thought he was going to be knighted. That's going to hurt tomorrow. —Nick R.

You must whip it! Whip it good! —Anh P.

Hey, don't move. There's a fly on your nose. —Kenji

Poor Miller found out the hard way how angry Catwoman gets when she is deprived of Whiskas. —Zach G.

Before you kill me, I gotta know . . . is that pleather? —Michael S.

I swear I didn't take the catnip! —Demoneyes

Who are you to tell me not to carouse? Take that! —Gar G.

Dangerous woman, will you marry me? —Jeff F.

Oh, a new cat toy. Let's see how long it takes me to break it. —Nick E.

Halle Barry punishes her agent for landing her in this role. —Ref. Fred

Well, I guess this is as good of a way to go out as any. —Murph.

BATEN KAITOS MUSINGS

When we got a chance to interview Shinji Noguchi, the producer of Baten Kaitos, we leapt at it. When you're done reading, check out the big Baten preview on page 86.

Nintendo Power: Tell us a little bit about yourself.

Shinji Noguchi: I've been working at Namco Ltd. for over 20 years now, and have been able to work on many titles during that span of time. Recently, I've started working with a lot of RPG titles.

NP: Your development team contains some of the biggest names in RPGs. How did you assemble the group?

SN: Creators have their own circle of acquaintances and connections in the business. If one in particular contacts someone, and then that person may contact one of their acquaintances with the appropriate skills, eventually an "all-star group" is formed. Timing and mutual agreement on the game's theme are very important elements involved in forming a group of creators. In this case, I'd say it worked out very well.

NP: What are your favorite games? What games have influenced Baten Kaitos?

SN: I've had many favorite games throughout my career, but recently I'd have to say Xenosaga is right up there. Each staff member has influenced the game in his or her own way, which sometimes makes it difficult to focus so many spheres of influence on one specific title. Some of the staff members had previously worked on games such as Chrono Cross and Valkyrie Profile, so aspects of those games are reflected in Baten Kaitos.

NP: What does the name Baten Kaitos mean?

SN: Baten Kaitos is an Arabic term for a star located in the center of the Cetus (whale) constellation. A lot of effort was concentrated on creating graphics that portray nature in detail. The name Baten Kaitos has a mystical appeal to it, which I think goes very well with the game's portrayal of nature, along with its breathtaking atmosphere.

NP: The characters are especially memorable. How did you come up with their personalities, and are any of them based on people you know in real ife?

SN: Nakaba Higurashi, an up-and-coming illustrator, worked as character designer on this project. Her illustrations have a style of their own, and her personal touch can be seen in them. She got together with the director and, through trials and tribulations, they came up with the Baten Kaitos cast of characters. I'm not sure if any of the characters were modeled after anyone.

NP: What was the most difficult aspect of developing the game?

SN: Adjusting the challenge factor involved with the new battle system took a lot of hard work.

NP: What are your favorite parts of the game?

SN: I'm sure most would agree with me when I say the graphics are very impressive. The innovative battle system is also well thought-out, and the sound is top-notch as an RPG. Of course, I can't forget the story, which is full of twists and turns. When I first read through the scenarios, I was so impressed with the story that it moved me to tears. Basically, I like all aspects of the game.

NP: How closely did you work with the North American localization team?

SN: I've been working very closely with the North American localization team for this project. I received quite a lot of suggestions from them on how the game should be adjusted to do well in the market. I believe that advice was factored into the game to make a great title.

NP: Where do you see video games headed in the future?

SN: With the rapid evolution of hardware technology, the quality of graphics, movement and expression is sure to rise. But along with that comes the problem of skyrocketing development costs. In order to improve the quality of expression, programmers play a more important role than the number of graphic designers involved. Programmers and efficient support are needed to provide top-quality expression. On the other hand, the number of gamers will also increase with an increase in game quality, so I think we can definitely look forward to more realistic, enjoyable games in the future.

NP: Are there any secrets or surprises in Baten Kaitos that you want to share?

SN: More than 1,000 different types of cards appear in this game. In order to collect all of them, all of the secret elements must be discovered. Hints from common knowledge or everyday life experience will help gamers to solve puzzles and collect all of the cards.

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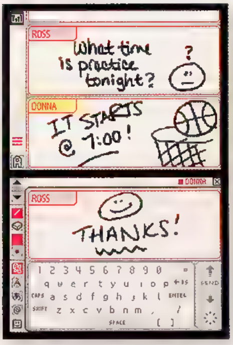
PG PARENTAL GUIDANCE SUGGESTED
Frightening Moments, Creature Violence and Mild Language.
Bonus Material Not Rated or Closed-Captioned

NINTENDO DS™

The price, the lineup and the surprises under the hood—Nintendo's handheld has earned another double take.

Thinking Outside the Box

With more than 100 companies working on 120-plus Nintendo DS games, a world of developers has been going hands-on with the dual-screened wonder for many months. The big question was, when would the rest of us? The wait is almost over: the Nintendo DS will launch on November 21 for an expected retail price of $149.99, far lower than some game-industry analysts had speculated, with individual titles going for an expected retail price of $29.99—equally surprising. A strong game lineup continues to build for launch and the weeks following, and some of the biggest series in gaming, like Madden NFL and Spider-Man, join many other third-party titles for what's possibly the most eye-opening of any Nintendo launch. And which of Nintendo's own titles, from more than 20 in development, will be available at the dawn of the DS? The answer may surprise you. Mario fans will have a spectacular DS game on their hands with Super Mario 64 DS—which will hit stores at launch. And you'll be able to play a demo of the future release Metroid Prime Hunters—its DS Game Card will be packed in with the handheld device. Also, Nintendo's innovative wireless communication software, PictoChat, will be coded into the DS hardware itself, so you can tap out messages and sketch your intentions on its lower screen right out of the box. Read on for a closer look at the first games that will make dual-screened, touch-controlled, wireless history.



ROSS: What time is practice tonight? ?

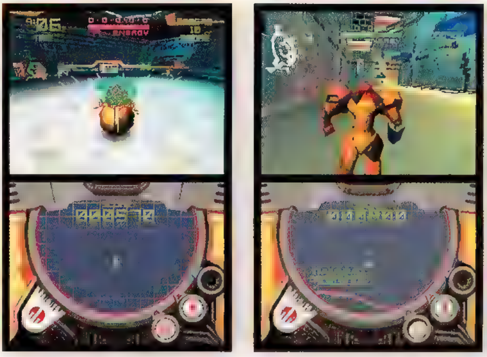
DONNA: IT STARTS @ 7:00!

ROSS: THANKS!

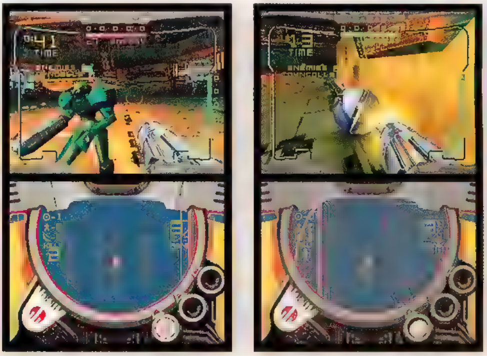
With PictoChat included as part of the DS hardware, wireless communication will always be at hand.

Primed with a Metroid Demo

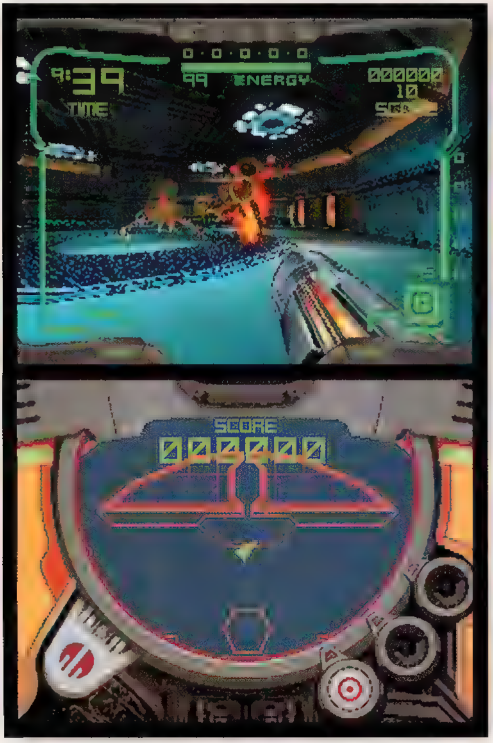
One of the most intriguing games to make use of the Nintendo DS touch screen at E^3 was Metroid Prime Hunters. At the time, the control scheme ran the FPS action on the touch screen, which you jabbed precisely to fire at foes. Some called the Touch Shoot control mind-blowing; others didn't like obscuring the FPS view with the stylus. Fortunately, the Metroid Prime Hunters: First Hunt demo that will be packed in with the DS reveals that the game will feature five control schemes. (Good thing. FPS fans still argue about whether it's more natural to invert the GCN's C Stick or not.) Dual-mode control forgoes touch entirely, assigning 360-degree pivot to the Control Pad and movement to the A, B, X and Y Buttons. Two other setups allow reversal of both Touch Shoot and Dual-mode control for lefties. But the new Stylus mode, shown in the screenshots, may have the magic touch for other gamers. It puts the FPS action on the upper screen; you'll touch the lower screen to pivot 360 degrees and double-tap it to jump. (It might be our fave of the five.) Control aside, First Hunt provides a lot of gameplay, boasting three wireless multiplayer arenas and three single-player challenges: the Regulator mission, the high-score-focused Survivor blastfest and the breakneck Morph Ball run.



The demo's single-player Regulator mode gives players 10 minutes to shoot through a level infested with Metroids—and a fair share of jumping challenges—to reach a boss battle that will end with a big cliff-hanger.



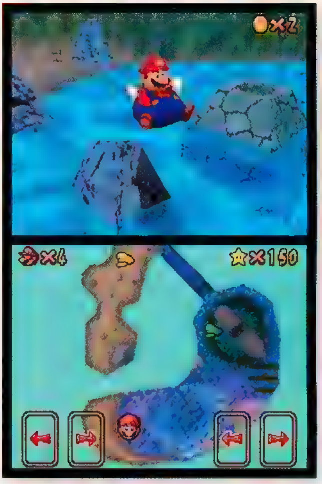
As NP went to press, we weren't able to go hands-on with the demo's multiplayer mode—only its single-player. But these exclusive screens reveal that a variety of hunters are at the ready to unleash their wireless-fragfest fury.



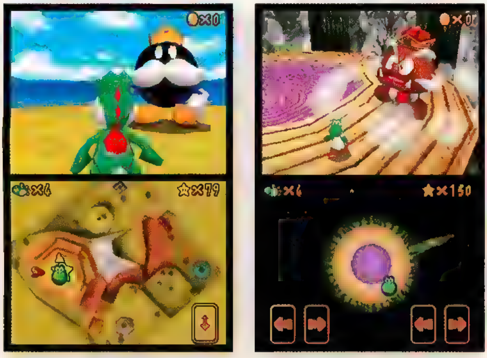
As you play through the demo's three single-player challenges and multiplayer arenas, you'll be wowed by how well the crisp visuals and eerie soundtrack evoke potent memories of the Metroid Prime series on the GCN.

Yoshi Grandstands at Mario's DS Debut

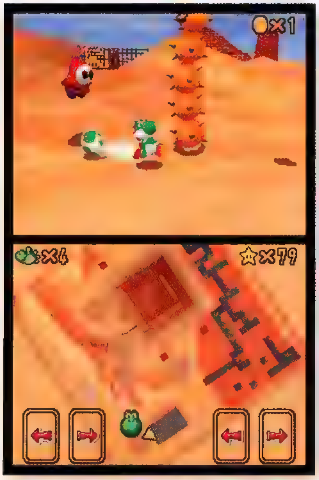
Ever since we played Super Mario 64 DS at E^3, we hoped that we'd see the title at launch. Lo and behold, the DS successor to what's widely considered the best platformer ever made will be the system's debut first-party game in November. We played its wireless multiplayer Vs. brawlfests at E^3 and recently went hands-on with the final version. Peach's castle has undergone changes since the N64 era. Each royal floor, decked out with magic paintings that lead to distant worlds like Big Boo's Haunt and Tiny-Huge Island, are made even richer on the DS with more portals. Those who wistfully remember the thrill of Mario's crazy moves in the original will be stunned by a major shift: You won't explore as Mario, at least during the first handful of star-hunting missions; instead, you'll begin as Yoshi, who must break Mario out of one of the castle's locked rooms. Yoshi and two other eventual playables, Luigi and Wario (all of whom were absent from the N64 title) bring unique moves to the game. For instance, Yoshi uses his classic gravity-resisting hop and his wicked tongue. He must defeat Big Bob-omb, the first boss, without resorting to fisticuffs, as Mario did in the original. Since you can take only one character into a world at a time, you'll often need to decide who has the skills to succeed in the dozens of missions, some from the N64 game, many new to the title. The game is also DS-centric in an astonishing variety of ways—we've included a few examples below.



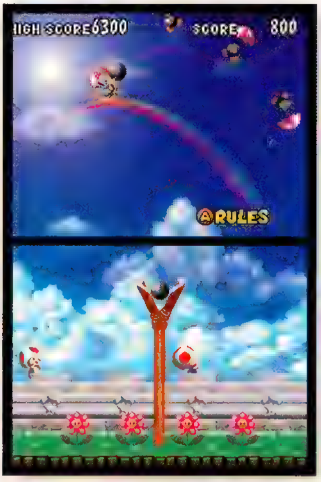
Even when you later play as Mario, the game offers up many surprises. Remember Mario ballooning up in the N64 adventure? We don't either.



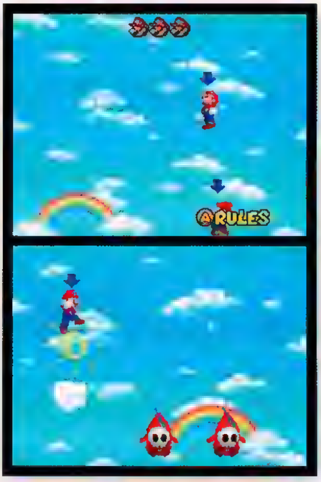
Yoshi must fight Big Bob-omb much differently from how Mario did in N64 game. Mario is nowhere to be found, and in fact, Yoshi will be on his own until he defeats Goomboss, the titan that rules one of the game's new areas.



Though you can run and turn using the Control Pad or buttons, we prefer to thumb the Nintendo DS's touch screen, using it as a virtual analog stick.



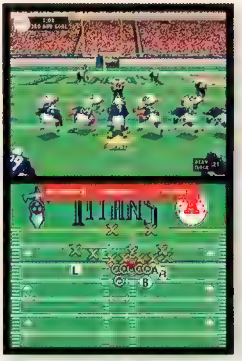
Super Mario 64 DS also has lots of touch-focused minigames—you'll pull a slingshot to aim at foes falling down a double-tall screen in Bob-omb Squad.



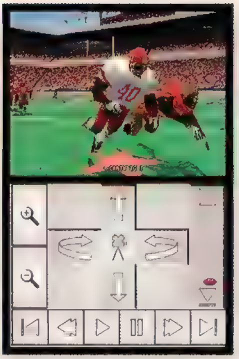
In another minigame, you'll jab Mario's left or right foot to send him on an upward trajectory in hopes that he'll fall back down to smack a Fly Guy.

Madden Breaks Through

Year after year, Electronic Arts coaches its Madden franchise closer to perfection. That Madden NFL 2005 will join the launch lineup signifies that EA envisions a DS touchdown—the title utilizes nearly every feature of the handheld. While the upper screen shows 3-D action, the lower one uses full-field radar so you can keep track of how the Xs and Os shake out. The game also uses touch control in a wide variety of ways. You can call plays from 32 playbooks, plus select audibles and hot routes, by quickly tapping the screen before shifting to six-button control. (EA has designed touch areas large enough that players can use their fingers instead of the stylus.) The DS's sound-processing power allows for more Madden and Al Michaels commentary than ever before on a handheld. Additionally, the game will make use of wireless head-to-head play— expect to see DS competitors breaking into end-zone dances in public.



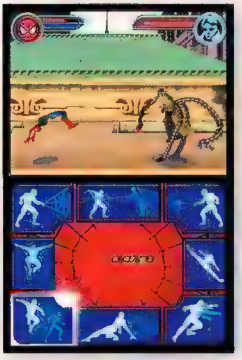
Crisp 3-D on the upper screen, field radar and play selection on the lower one—Madden has evolved again.



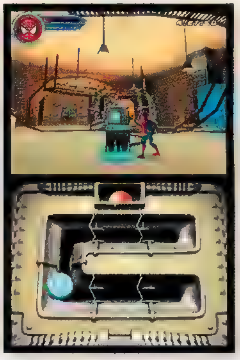
Madden NFL 2005 also uses the touch screen to control the kick meter and shift the replay camera.

Spidey Senses a Big Leap

If ever a movie seemed like a natural to make the move from the silver screen to the double screen, it'd be Spider-Man 2. Sam Raimi, the film director who's been spinning wildly inventive yarns ever since his *Evil Dead* days, has made his *Spider-Man* films among the most visionary blockbusters in years. And Activision has pushed its Spidey games to go with the flow. In Spider-Man 2 on DS, you'll be able to swing, climb and web-sling through 3-D environments and battle supercreeps like Doc Ock and other Marvel villains. And judging by what Activision has revealed so far, players will be able to control Spidey in an entirely new way: by using the touch screen to pull off his special moves. The touch control will make it possible to switch between the hero's power slide and web missiles more quickly. Anything that makes us puny humans react with superenhanced speed sounds like a major breakthrough to us.



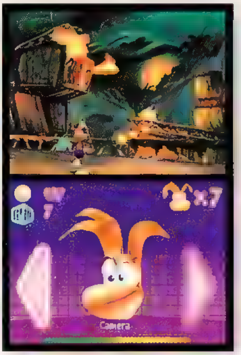
You'll be able to send Spidey into backflips and other quick moves by tapping options in the move library.



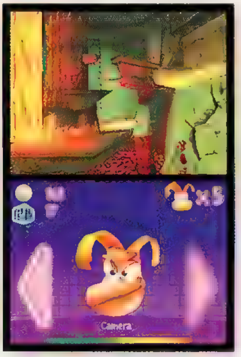
Activision plans to use touch control for further challenges, such as bomb defusion and "boss minipuzzles".

Rayman Gets His Close-Up

We're stoked to see Ubisoft's limbless hero join the launch lineup in Rayman DS, since many gamers challenge Super Mario 64's best-platformer-ever status with Rayman 2, another N64-era title. We don't yet know whether Rayman DS shares any direct ties with Rayman 2, but we can tell from screenshots that the DS platformer will be steeped in the same enchanting art style—reminiscent of darkness-drenched Disney classics like Sleeping Beauty—that made the N64 game so utterly enjoyable. The new Rayman will feature 45 intricately designed areas in a story that follows the hero on a quest to purge a pirate invasion. Ubisoft dreamed up highly imaginative GCN-GBA connectivity elements for Rayman 3, so we can't wait to see how this title will tap the DS's potential. For now, the company has revealed that the touch screen will let you monitor your progress and track your Lum inventory as you collect the energy orbs, plus keep tabs on Rayman's health.



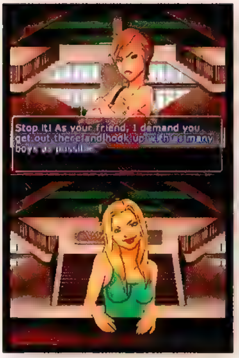
Lush visuals and wonderfully moody environments—the series's style looks as strong as ever in Rayman DS.



Rayman looks totally cheesed off on the lower screen—we'll have to wait until NP goes hands-on to learn why.

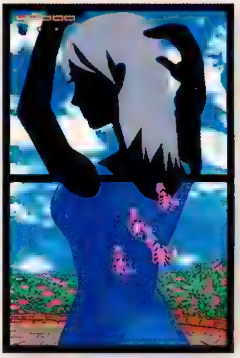
An Expanding Lineup

As NP goes to press, we're learning about more games that will be available in 2004. We've gotten early word that EA's Tiger Woods PGA Tour and Namco's Ridge Racer will join the launch armada, and we've received details about six more promising launch games. Two of them, Crush and Feel the Magic: XY/XX, stand out from the pack. Their developers have seen the sexy gameplay potential of the touch-controlled system and succumbed to temptation. Ubisoft's Crush (a working title) draws playas on a dating quest—one for girls, one for guys, says the publisher—set at a ski resort filled with eligible singles scattered in missions with saucy names like "Hot Chick Scavenger Hunt." Sega is also slipping into something a little bit more comfortable for its DS debut. Feel the Magic: XY/XX, with its subtitle that puts the male and female chromosome symbols oh so close together, may be the coolest, quirkiest game to come from the publisher since Rez or Space Channel 5. In Feel the Magic's superstylized adventure, you'll play a lad in pursuit of a beautiful girl, and you'll use voice and touch control (yowza!) to win her over through an amorous, dangerous series of minigames. Frankly, we're already smitten. And with other titles breaking new ground in their own ways, it's clear that game makers have fallen hard for the "Developer's System."

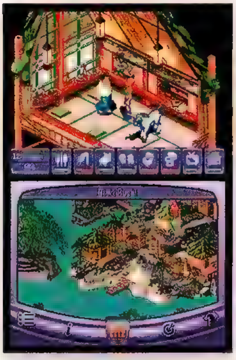


Stop it! As your friend, I demand you get out there and hook up with as many boys as possible.

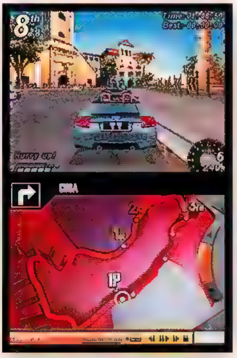
Crush: To craft the scenarios for its singles adventure, Ubisoft brought on Colleen McGuinness, who's written for *North Shore*, the Fox TV show set on Hawaiian beaches—no doubt, she has a keen eye for resort scandals.



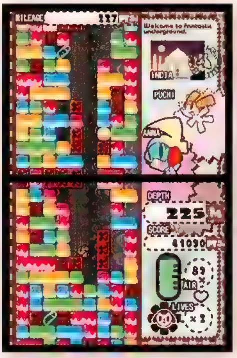
Feel the Magic: XY/XX: We're betting that you'll need to get the scorpions off your girlfriend's back in Sega's experimental title—but via sweet touch or talk? We can't wait to go hands-on and find out.



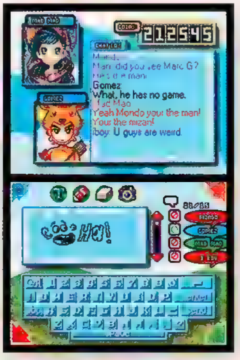
The Urbz: Sims in the City: EA has a novel DS approach for the Sims spin-off. It's enhanced the GBA version with touch-driven missions, the new Splicer Island and a Create-a-Pet feature—a Sims franchise first.



Asphalt Urban GT: With its full track on the lower screen, Ubisoft's racer is poised to make single-screen racing obsolete. It'll also shine in three wireless multiplayer modes that will take the heat from four players.



Mr. Driller: The gameplay in Namco's puzzle-action series goes for extra vertical impact, sending you down a two-screen pit of drillable blocks. The game will also feature wireless competition for up to five players.



Gomez:
What, he has no game.
Yeah Mondo your the man!
Your the mizan!
boy: U guys are weird.

Ping Pals: THQ's chat title lets you trick out a chat avatar, then play games (for up to 16 wireless players) to unlock thousands of customization items. It also uses wireless sharing—more on that next month!

So Close—You Can Almost Touch It

We're delighted to see a flood of Nintendo DS game screenshots—the huge potential of DS gameplay finally seems within reach. Nintendo plans to bring it even closer by sending interactive DS demo stations into thousands of stores. Come November 21, legions of DS owners can start having quick-draw wireless sessions right from the start, with 16-person PictoChat and four-player Metroid Prime Hunters: First Hunt showdowns. As the launch date approaches, check out nintendo.com for breaking details about the handheld device and other upcoming games. Next month, NP will be packed with coverage of the growing DS game lineup.

METROID PRIME HUNTERS

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X-MEN
LEGENDS

AN UNCANNY ADVENTURE

Finally, X-Men fans have a game they can get excited about. (It's been a long time coming; the last such title was probably Konami's 1992 arcade brawler.) Activision's X-Men Legends for GCN, an action-RPG in the vein of Baldur's Gate: Dark Alliance, allows up to four players to take control of their favorite mutants and fight the good fight.

X-Men Legends is quite a bit more complex than your average hack-'n'-slash. You can evolve your heroes' powers as you see fit, and build your foursome from a collection of 15 very distinct mutants that you unlock as you progress through the game. And of course, the X-Men are all about team-work, so you can combine their abilities to re-create some of the coolest moments from the comic book series. Fastball Special, anyone?

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

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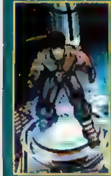
MARVEL

MUTANT PROFILES

On the following pages are all of the X-Men that will join your team through mission 3, along with lists of their attack powers and recommendations for how to apply their skill and attribute points.

The X-Men icon represents our recommendation for the best team to pit against a particular boss.

WOLVERINE



- BRUTAL SLASH
  - EVISCERATE
- CLAW FLURRY
  - CLAW FRENZY
- FERAL RAGE
  - BERSERKER RAGE
    - UNSTOPPABLE RAGE
- SAVAGE RAMPAGE

RECOMMENDATIONS:

Wolverine is a rough-and-tumble, hand-to-hand combatant, so pump up his Strike and Body attributes first. His Healing Factor skill allows him to recuperate without using a Health Pack, and Expertise adds to both his Strike and Agility attributes. Upgrade both early on.

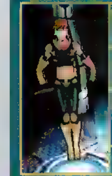
CYCLOPS

- OPTIC BEAM
  - OPTIC BLAST
- OPTIC SWEEP
  - OPTIC SLAM
- TACTICS
  - STRATEGY
    - COMMAND
- OPTIC RAGE

RECOMMENDATIONS:

Cyclops will join you shortly after the battle against Mystique. He relies heavily on his Optic Beam, so upgrade the related skills, and build up his Focus to increase his energy capacity. Add points to Leadership, as well, to augment your team's combos.

JEAN GREY



- TELEKINESIS
  - TELEKINETIC MASTERY
- PSYCHIC SHOUT
  - PSYCHIC SCREAM
- TELEKINETIC SHIELD
  - TELEKINETIC SHELL
    - TELEKINETIC ARMOR
- PHOENIX FORCE

RECOMMENDATIONS:

Jean is a well-rounded fighter. Once she learns the proper skills, she can inflict mental damage with both ranged and melee attacks. Concentrate on boosting her telekinetic skills and her Focus. She'll be able to fly temporarily if you assign points to her Flight skill.

PROLOGUE: RESCUE ALISON

At the beginning of the game, you'll be in control of Wolverine and charged with rescuing Alison Crestmere, a young woman who is just beginning to discover her mutant powers. After putting on a little display, she's kidnapped by Mystique and Blob, two members of Magneto's Brotherhood of Mutants.

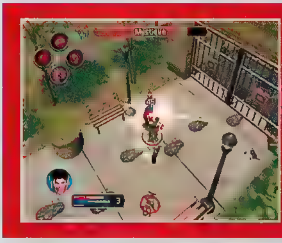
OBJECTIVES:

- FIND BLOB
- DEFEAT MYSTIQUE
- DEFEAT BLOB
- GET TO THE X-JET

Brotherhood Thug

Smash everything in sight to find items and equipment. Tearing up every park bench in Manhattan may not seem very heroic, but you're going to need the Health Packs hidden underneath them.

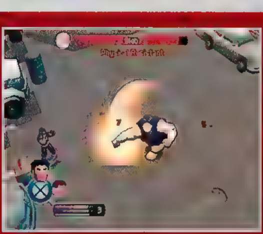
MYSTIQUE



Mystique's mutant power allows her to alter the shape of her body to impersonate anyone, so don't be fooled.

Hit Mystique with everything you've got. After you beat on her for a while, she'll jump up on a ledge and call in some Brotherhood Thugs. Watch out for the grenades that she throws at you while you cut down her henchmen.

BLOB

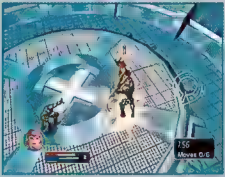


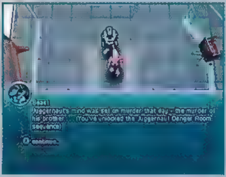
PHYSICAL RESISTANT
Use ranged attacks and energy combat.

Blob's immense girth makes him nearly impervious to melee attacks, so switch to Cyclops and pound the boss with your Optic Beam. Keep your distance and let Wolverine take the brunt of Blob's offense.

XAVIER INSTITUTE OF HIGHER LEARNING

After the prologue, you'll head to the Xavier Institute of Higher Learning. The mansion on Greymalkin Lane serves as hub a from which you can take on various missions, hone your skills in the Danger Room, play an X-Men trivia game and view concept art and comics that you find hidden throughout the adventure.





Beast
Juggernaut's mind was set on murder that day - the murder of his brother ... (You've unlocked the Juggernaut Danger Room sequence)

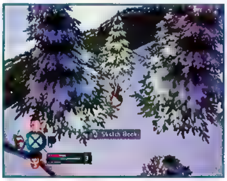
Take the tour to familiarize yourself with the mansion's layout. When you're finished, return to the war room and use the communication terminal to contact Forge. Afterward, you can walk around the mansion to meet some of the X-Men or access your next mission via the war room computer.

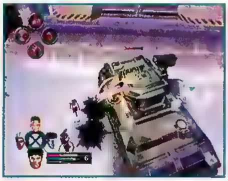
MISSION 1: HAARP FACILITY

At the beginning of Mission 1, you'll have seven X-Men to choose from: Wolverine, Cyclops, Jean Grey, Storm, Rogue, Beast and Iceman. A good team to start with is Cyclops, Wolverine, Iceman and Storm. Be sure to allocate any available skill points before you begin the mission.

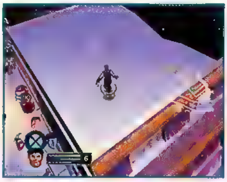
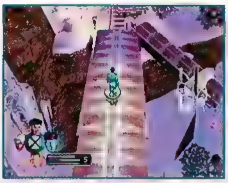
OBJECTIVES:

- SHUT DOWN THE SURVEILLANCE SYSTEM
- DESTROY TANK DEFENSES
- FIND THE DOOR
- INVESTIGATE THE BROTHERHOOD'S ACTIVITIES
- FIND MYSTIQUE OR TOAD

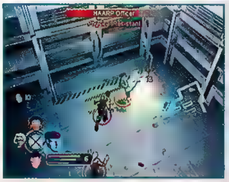


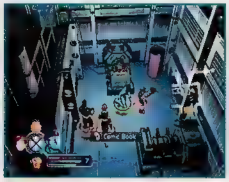


There's a sketchbook hidden among the trees between the first two transformers. On the west side of the Bridge area, you'll find a comic on a small slope next to a tent. Once you destroy all five transformers and cross the bridge in that area, you'll face off against a tank. Focus your attacks on the turret.

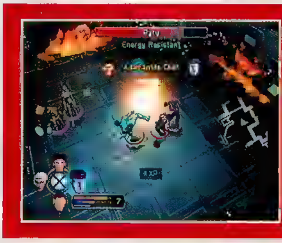



In the Outer Grounds, look for a Danger Room CD on the roof of the bunker. If you follow the train tracks, you'll also find a skill point on top of a freight car. When you reach the Inner Grounds, you'll find another Danger Room CD on the roof of the smaller bunker there.



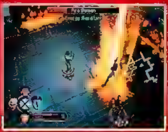


To get past the green laser grid inside the facility, you'll have to smash through the wall in the adjacent room. You'll find a Danger Room CD behind some crates in the Mess Hall, a comic in the room that leads to the Main Tunnels, another CD at the end of said tunnels and a sketchbook in the area that follows.

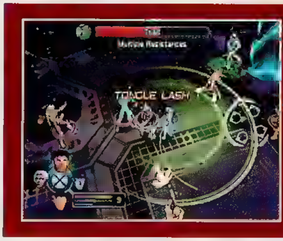


PYRO

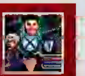
ENERGY RESISTANT
Use melee attacks and combos.



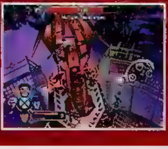
Maneuver around the fire stream that Pyro projects at you, and get in close for melee attacks. When he summons his Fire Demons, turn your attention to them so they don't gang up on you and your teammates.



TOAD

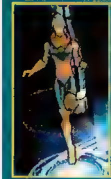


MULTIPLE RESISTANCES
Use combo attacks.



Time slows down when Toad does his 360-degree Tongue Lash attack. Try to jump over it to avoid getting knocked on your butt. When the boss hops onto a jet, destroy it immediately, then start clobbering him with combos.

STORM

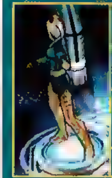


LIGHTNING STRIKE
CHAIN LIGHTNING
WHIRLWIND
TORNADO
STORM SHIELD
HAIL SHIELD
BLIZZARD SHIELD
CYCLONE FURY

RECOMMENDATIONS:

Strengthen Storm's Body and Focus frequently, and develop her Lightning Fury skill to add energy damage to her melee attacks. Also upgrade her Lightning Strike fairly often.

ROGUE

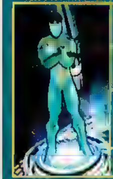


SOUTHERN STRIKE
SOUTHERN SMASH
ABILITY DRAIN
ABILITY SAP
BULLET PROOF
IRON MAIDEN
INVULNERABILITY
ENERGY DRAIN

RECOMMENDATIONS:

Rogue is a fantastic close-range fighter. Increase her Strike and Body attributes the most. Her Ability Drain is incredibly useful against other mutants, so advance that skill as soon as possible.

ICEMAN

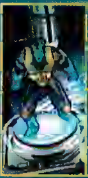


FREEZE BLAST
DEEP FREEZE
ICE SHARDS
ICE SPIKES
ICE ARMOR
ICE EQUIPMENT
ICE FORGE
FREEZE FRAME

RECOMMENDATIONS:

Iceman is one of the most versatile X-Men in the game. Enhance his Freeze Blast and Cold Smash skills to slow your enemies and dish out major frosty damage. Boost his Focus and Body early.

BEAST



PINBALL
CANNON BALL
PROPELLER KICK
PROPELLER LASH
BEASTIAL FEATS
BEASTIAL INSTINCT
BEASTIAL SOUL
ORBITAL BOMBARDMENT

RECOMMENDATIONS:

Beast is pretty weak at first, but once you build up his skills, he becomes a decent melee fighter. Pump up his Agility and devote the most skill points to his PinBall and Acrobatics skills.

JUBILEE

- ENERGY BURST
  - ENERGY BLAST
- PHOTO FLASH
  - STROBE FLASH
- BAIT
  - TAUNT
    - PEP RALLY
- INDEPENDENCE DAY

RECOMMENDATIONS:

It takes a while, but Jubilee's energy attacks can become quite effective if you boost them high enough, especially her Detonate skill. It's important to keep her Force and Agility attributes high.

NIGHTCRAWLER

- TELEPORT LEAP
  - TELEPORT STRIKE
- TELEPORT FLURRY
  - TELEPORT FRENZY
- SHADOW BLEND
  - SHADOW ARTS
    - SHADOW MASTERY
- BLINDSIDE BLITZ

RECOMMENDATIONS:

Nightcrawler's Leap of Faith skill can save his allies from an untimely demise. Develop that as quickly as possible, and spend most of his attribute points on Focus and Agility.

GAMBIT

- CHARGED CARD
  - CHARGED SHUFFLE
- STAFF SLAM
  - STAFF DETONATION
- KINETIC BOOST
  - KINETIC AMPLIFICATION
    - KINETIC MASTERY
- 52 PICK UP

RECOMMENDATIONS:

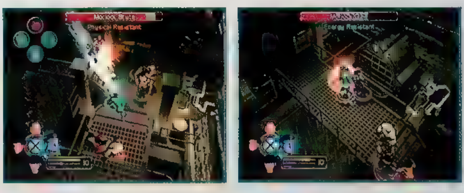
Gambit's kinetic skills become incredibly powerful at higher levels, so allocate the majority of his skill points to those. His most important attributes are Focus and Strike.

MISSION 2: LOCATE GAMBIT

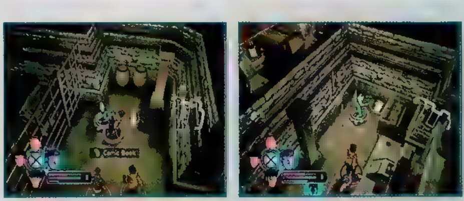
Jubilee and Nightcrawler join your merry band of X-Men at the beginning of Mission 2. Head down into the Morlock lair and rescue the ragin' Cajun.

OBJECTIVES:

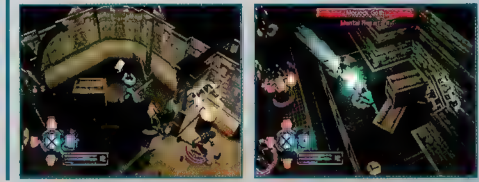
- RESCUE GAMBIT
- SHUT OFF THE WATER FLOW TO THE RESERVOIR
- FIND HEALER
- LOCATE MARROW



All of the Morlocks are resistant to one form of attack, so it's important to assemble a diverse team. The Morlock Brutes are pretty burly—take them out from a safe distance with long-range blasts and combo attacks.



In the East Trunk Line area, there's a comic on the other side of the stream near the entrance. Use Jean or Iceman to create a bridge. You'll also find a sketchbook in the hallway adjacent to the water pump at the end of the area. Cross the bridge at the beginning of the West Trunk Line area to pick up a CD.

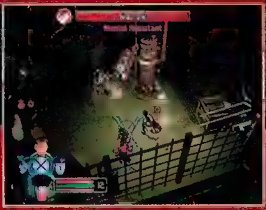


After you destroy both pumps, talk to Marrow and Healer in the Morlock Haven, then proceed to Mainline North. When you run into Morlock Goths, defeat them first, or they'll revive their fallen comrades. To snag the sketch in the room next to the X point, smash through the wall. In the following area, jump on the ledge to the left of the bridge for a CD.

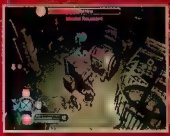
MARROW

MENTAL RESISTANT

Use melee attacks and energy combos.



Approach Marrow from the side to avoid the daggers that she throws at you, then pummel her with close-range attacks and energy combos. Also, pick up the explosive items littered about the area and hurl them at her to inflict major damage.



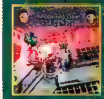
If you're having trouble with Marrow, hit her with a flurry of Wolverine's skill attacks, then use whatever cover you can find and let his healing power kick in. Patience is a virtue.

COMBO ATTACKS

To get through the game's more-difficult bits, teamwork is absolutely crucial. By using your heroes' powers in concert, you can create potent combination attacks. Experiment with different skills to see what you can come up with. Some of the basic combos are listed below.

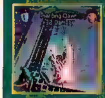
ADAMANTITE CHILL

Woverine: Brutal Slash
Iceman: Freeze Blast



IMMOBILIZING CLAW

Woverine: Brutal Slash
Cyclops: Optic Sweep



PIERCING CLAW

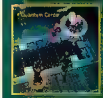
Wolverine: Brutal Slash
Iceman: Ice Shards

SHRIEKING BEAM

Jean Grey: Psychic Shout
Cyclops: Optic Beam

BESTIAL CHILL

Wolverine: Claw Flurry
Iceman: Freeze Blast



QUANTUM CARDS

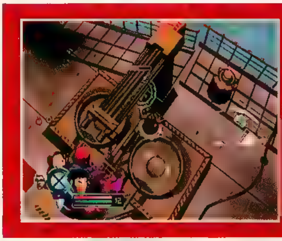
Nightcrawler: Teleport Leap
Gambit: Charged Card

MISSION 3: USS ARBITER

You'll board the USS *Arbiter* immediately following Mission 2. The ship is under attack from the Brotherhood, so there's no time to return to the mansion. Fortunately, you'll have a new X-Man at your disposal—Gambit.

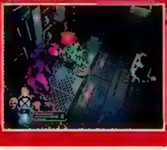
OBJECTIVES:

- STOP THE BROTHERHOOD
- DISABLE SENTINEL LAUNCHERS
- GAIN ACCESS TO LOWER DECKS
- REPAIR THE HULL BREACHES
- SAVE CREWMEN

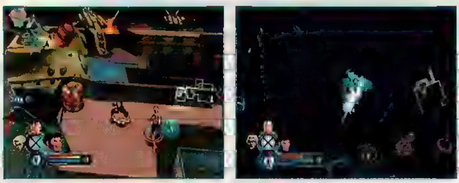


SENTINELS

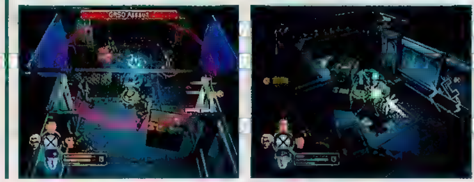
MENTAL RESISTANT
Use long-range energy attacks and melee combos.



Before you tackle the Sentinels themselves, destroy the launch pads to prevent more of the robots from appearing. Attack the Sentinels from behind, or keep your distance and batter them with energy blasts.



To reach the lower decks, use the crane at the far end of the *Arbiter*, then blast the submarine (or throw an explosive canister at it). Once you're down there, you'll see a stat point on a ledge in the area to the right of the Xtraction point. Use Iceman or one of your flying characters to reach it.



Destroy gun turrets and energy transmitters as soon as you see them—both are very dangerous. In the Starboard Launch Bays, find a sketchbook in the room to the right of the exit. When you reach the Brig, use Cyclops's Optic Beam to repair the hull breaches. Don't overlook the comic behind some barrels where you find the second crewman.

THE EVOLUTION OF A LEGEND

X-Men Legends is a fantastic multiplayer experience and a showcase for Marvel's beloved mutants. It features appearances by almost every significant character in the X-Men universe, and you can even unlock flashback missions in which our heroes don their original costumes. True believers, this is the game you've been waiting for.

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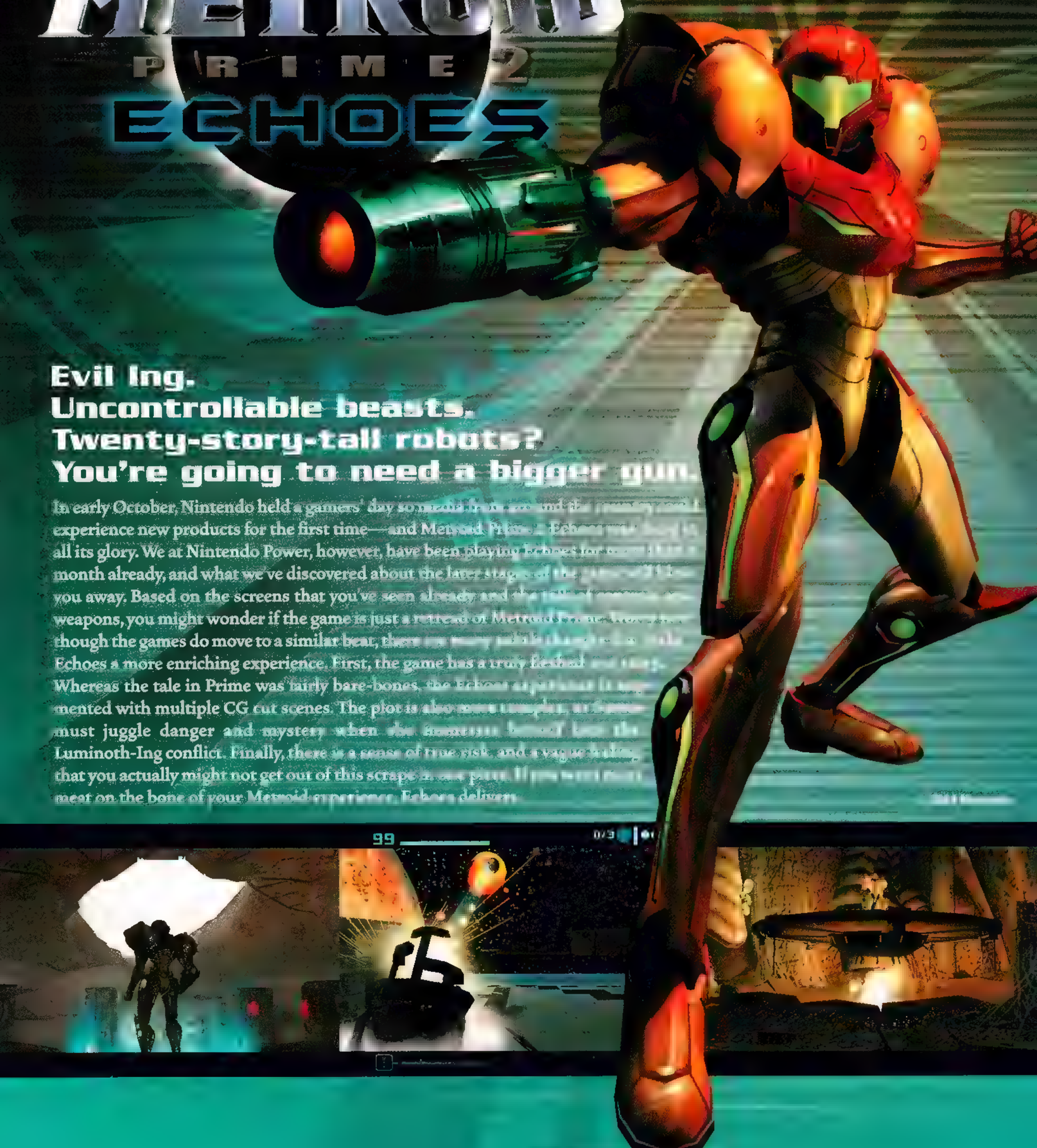
METROID® PRIME 2 ECHOES



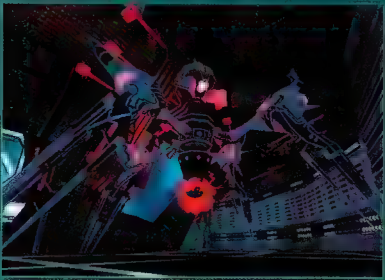
Evil Ing. Uncontrollable beasts. Twenty-story-tall robots? You're going to need a bigger gun.

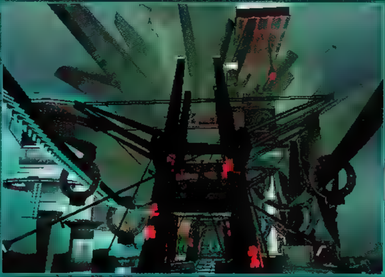
In early October, Nintendo held a gamers' day so media from around the country could experience new products for the first time—and Metroid Prime 2 Echoes was there in all its glory. We at Nintendo Power, however, have been playing Echoes for more than a month already, and what we've discovered about the later stages of the game will blow you away. Based on the screens that you've seen already and the talk of [illegible] weapons, you might wonder if the game is just a retread of Metroid Prime. Even though the games do move to a similar beat, there are many notable changes that make Echoes a more enriching experience. First, the game has a truly fleshed-out story. Whereas the tale in Prime was fairly bare-bones, the Echoes experience is augmented with multiple CG cut scenes. The plot is also more complex, as Samus must juggle danger and mystery when she finds herself [illegible] the Luminoth-Ing conflict. Finally, there is a sense of true risk, and a vague feeling that you actually might not get out of this scrape in one piece. If you want more meat on the bone of your Metroid experience, Echoes delivers.

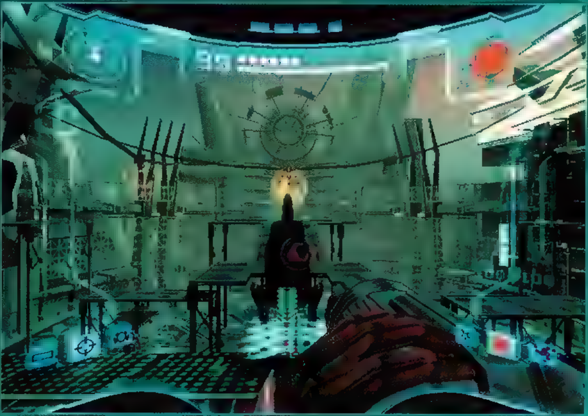
Something else that takes Metroid Prime 2 Echoes above the level of an ordinary sequel is the art direction. Whereas the first Metroid Prime felt very much like a video game (fire level, ice level, etc.), Echoes feels like you've landed on a living, breathing world—albeit one on the verge of extinction. Imagine entering a room filled with massive pieces of ancient machinery, some of which defy explanation. Or moving through a swamp complete with clinging vines, mossy rocks and flocks of small butterflies that skip through the air. Combined with first-class graphics and naturalistic sounds, those elements make the planet Aether come alive in a way few game worlds ever have. Exploration has always been the key to Metroid games, and Echoes will show you things you've never seen, always driving you forward to discover what surprise lies behind the next pale-blue door. Best of all, the world gets more beautiful and creative as you play through it. A later area of the game, in sharp contrast to the organic, outdoor environments that the Metroid series is known for, takes place almost entirely inside a technologically advanced fortress. Instead of rocks, you'll see computers. Rather than natural formations, you'll encounter carefully planned architecture. And in place of living creatures, you'll fight robots. Yeah, we said *robots*. Some of which are hundreds of feet tall. How cool is that?!

But all this great scenery and art direction would be useless without perfect control and level design—and needless to say, we've been amazed by both aspects of Echoes. In a game that relies on the player tracking down and collecting dozens upon dozens of weapons, upgrades and items, it's a real trick to make the experience challenging without being frustrating or tedious. Not once have we tossed a Controller at the wall during a failed attempt to find some obscure artifact, complained about a puzzle's nonsensical solution or griped over a boss's cheap tactics. Everything is solid. Everything works.

Do we sound like fanboys? In this case, guilty as charged. While video games, like any medium, have their share of hits and misses, few games can claim instant-classic status—and Metroid Prime 2 Echoes is certainly one of them. The game is so tight, so compelling, that it makes you feel privileged every time you sit down with a TV in front of you and a Controller in hand. Explore the rest of the world on the following pages—we're sure you'll agree.

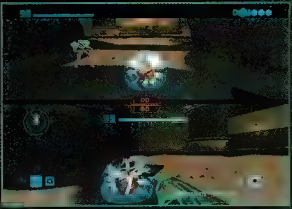






Metroid has always appealed to science-fiction buffs, but never has the genre been mined to such a degree as in Echoes. We proudly present the first-ever look at the Sanctuary Fortress—the technological center of planet Aether. Formerly a Luminoth stronghold, the fortress has been overrun by crazed robots and battle-hungry sentry systems.

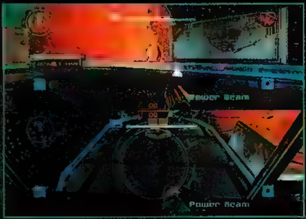
Four Hunters Enter. One Hunter Leaves.



If you want to get up close and personal, there's no better way than with the Death Ball, an upgrade that turns you into a rolling harbinger of doom capable of eliminating any foe in your path. Now that's sweet.

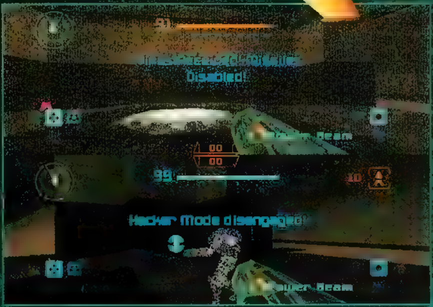
Metroid. Multiplayer. Why in the world didn't anyone think of this before? What started as guarded optimism among the Nintendo Power staff has turned into a full-blown obsession as we've spent much of the last month running, gunning, rolling, swinging and blasting our way through a number of beautifully designed multiplayer arenas. From the close-quarters tunnels of the Shooting Gallery to the outer-space madness that is Sidehopper Station, you've never experienced an FPS multiplayer mode like this before. We call it the Metroid Difference, because all of Samus's tricks and tools come into play. Grapple Beam? Check. Spider Ball? Check. Annihilator Beam? Double check. (Annihilator Beam, you say? Open the poster to see more.) You'll need to think beyond the move-and-strafe mentality that many FPS games box you into, because Echoes adds a new dimension. When we say that enemies come from all sides, we mean it. You can be standing in a room when another Samus grapples in and starts blasting you from above. Or maybe a Morph Ball bomb will be laid at your feet when you least expect it. Traditional tactics will work, but they alone won't be enough to let you survive—you're going to need to learn some new moves.

2 PLAYER GAME
SIDEHOPPER STATION
PRESS START TO BEGIN
CONFIRM
BACK



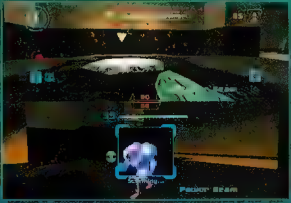
Technically, the multiplayer mode is very sound. Each player gets his or her own radar, on which other players appear as small red dots. Death and respawning, which can easily be a letdown, are also handled well. Each level has a number of spawn points, which will take the wind out of a cheap-tactic camper's sails. And if your friend does insist on chumping out and camping at a spawn point, the couple of seconds of invincibility that you get when you reappear will foil his plan. As of press time, we were able to gun down enemies in two modes (Deathmatch and Bounty) and three arenas. Those numbers may change before the game arrives—the three arenas are the only ones confirmed, but we've heard strong rumblings that other secret maps exist.

Got Missiles?



The Hacker Mode option lets you use the Scan Viser against other players. If you lock on for long enough to get a full scan of another player, you'll hack into his or her system and cause all sorts of problems. For your enemies, that is.

Power Bombs Away!

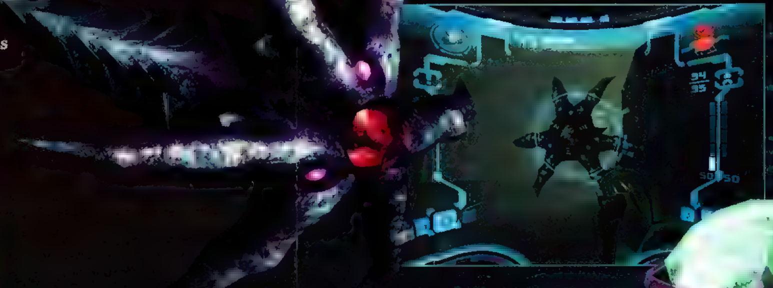


Bring the Fight

It's good to be Nintendo Power—especially when you go to an FTP site and download about a gig of exclusive new art, screens and information about Metroid Prime 2 Echoes. From new equipment to a host of terrifying enemies and bosses, everything on this page is straight from the world of Aether.

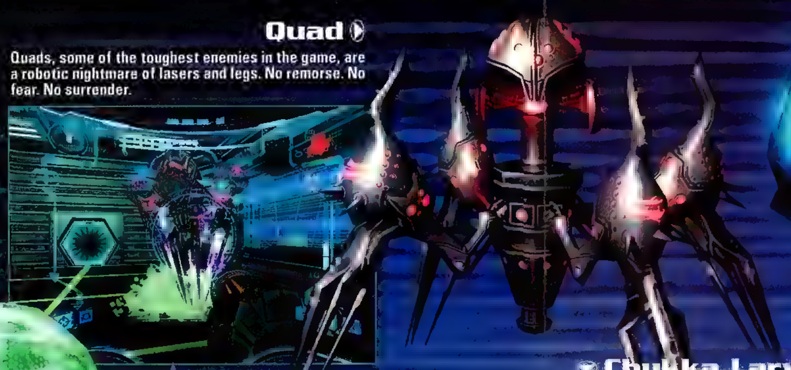
Blogg

You won't want to spend any time surfing this Blogg—the huge creature will eat you alive.



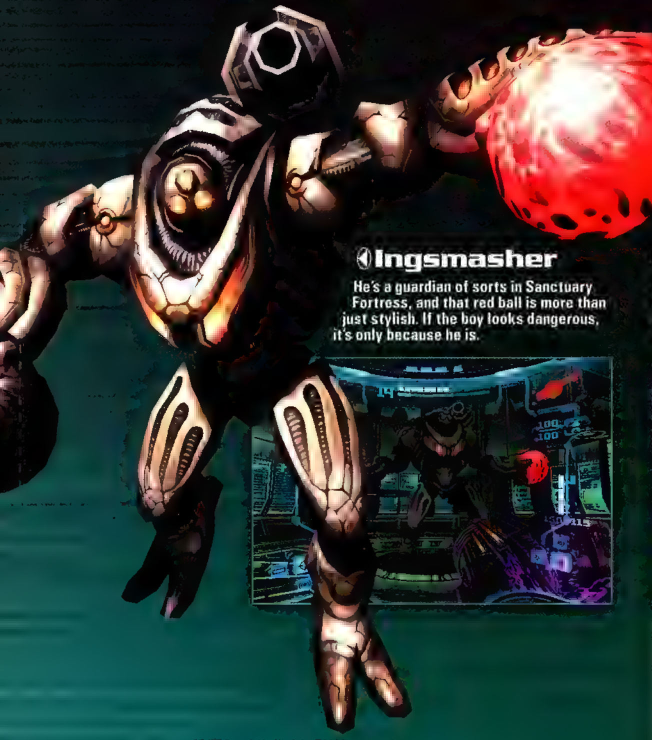
Quad

Quads, some of the toughest enemies in the game, are a robotic nightmare of lasers and legs. No remorse. No fear. No surrender.



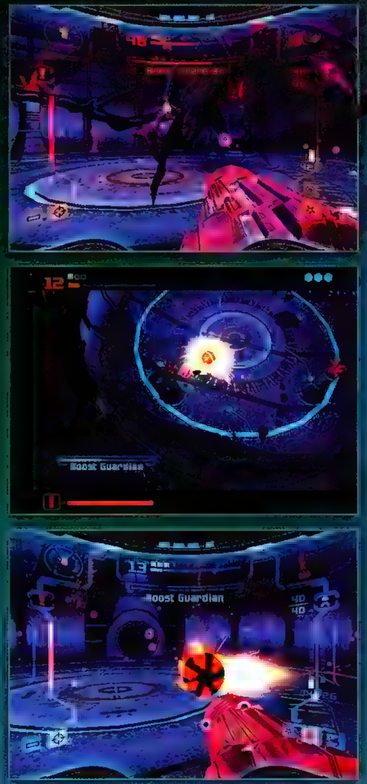
Ingsmasher

He's a guardian of sorts in Sanctuary Fortress, and that red ball is more than just stylish. If the boy looks dangerous, it's only because he is.



Boost Guardian

A crafty Ing has captured your Boost Ball and uses it as a weapon. The battle rages in both first- and third-person modes, and will require some fancy footwork on Samus's part.



Gravity Boost

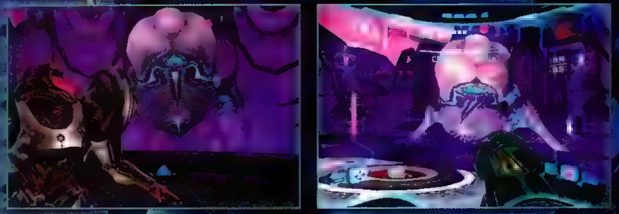
An attachment that clips snugly onto the back of Samus's Dark Suit, the Gravity Boost allows her to float in deep water.

Quadraxis

The boss of Sanctuary Fortress is huge. We mean HUGE. See the small blur at the bottom of the middle screenshot below? That's Samus. Good luck, mates.

Chykka Larva

Fat and happy, the Chykka Larva is the boss of Torvus Bog—and it's not pleased when you disturb it. But something that huge should be easy to hit, right? Right?

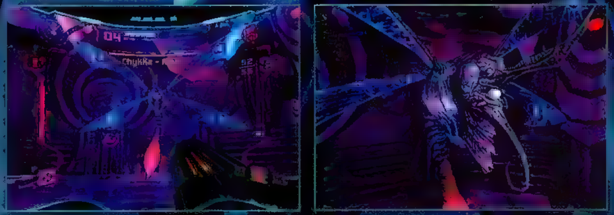


Dark Samus

What can you say about Dark Samus that isn't apparent from the artwork? She's tough. She's evil. She's got an awesome blue suit and a wicked visor. If she were any cooler, she'd travel around the country in a freezer.

Chykka Adult

You knew it couldn't be as easy as blasting away at a helpless baby bug. If you manage to eliminate the Chykka Larva, a bigger version will try to finish you off.



Annihilator Beam

The final Arm Cannon upgrade is the Annihilator Beam. In a game like that, it has to kick serious tail.

Light Suit

Yup, it's a brand-new suit—the Light Suit. And it's not called that because it doesn't weigh very much . . .

METROID®
PRIME 2
ECHOES
NINTENDO GAMECUBE
TEEN
T
CONTENT RATED BY ESRB
Animated Blood
Violence
NINTENDO POWER

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IS THE 600-YEAR-OLD STANDING BEHIND HIM.
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for Game Boy Advance
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To become the new Shaman King, Yoh will need to rely on an old friend: his spirit guide, Amidamaru, a 600-year-old samurai. In Master of Spirits for Game Boy Advance and Power of Spirit for PlayStation 2, the ancient warrior will teach Yoh abilities and attacks to battle Len, Rio and a whole kingdom of new enemies. And when Yoh's done, he'll replace those headphones with a crown.

SHONEN JUMP'S Shaman King

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB
Comic Mischief
Violence

PlayStation.2
GAME BOY ADVANCE
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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB
Mild Violence
PlayStation.2
XBOX
NINTENDO GAMECUBE.

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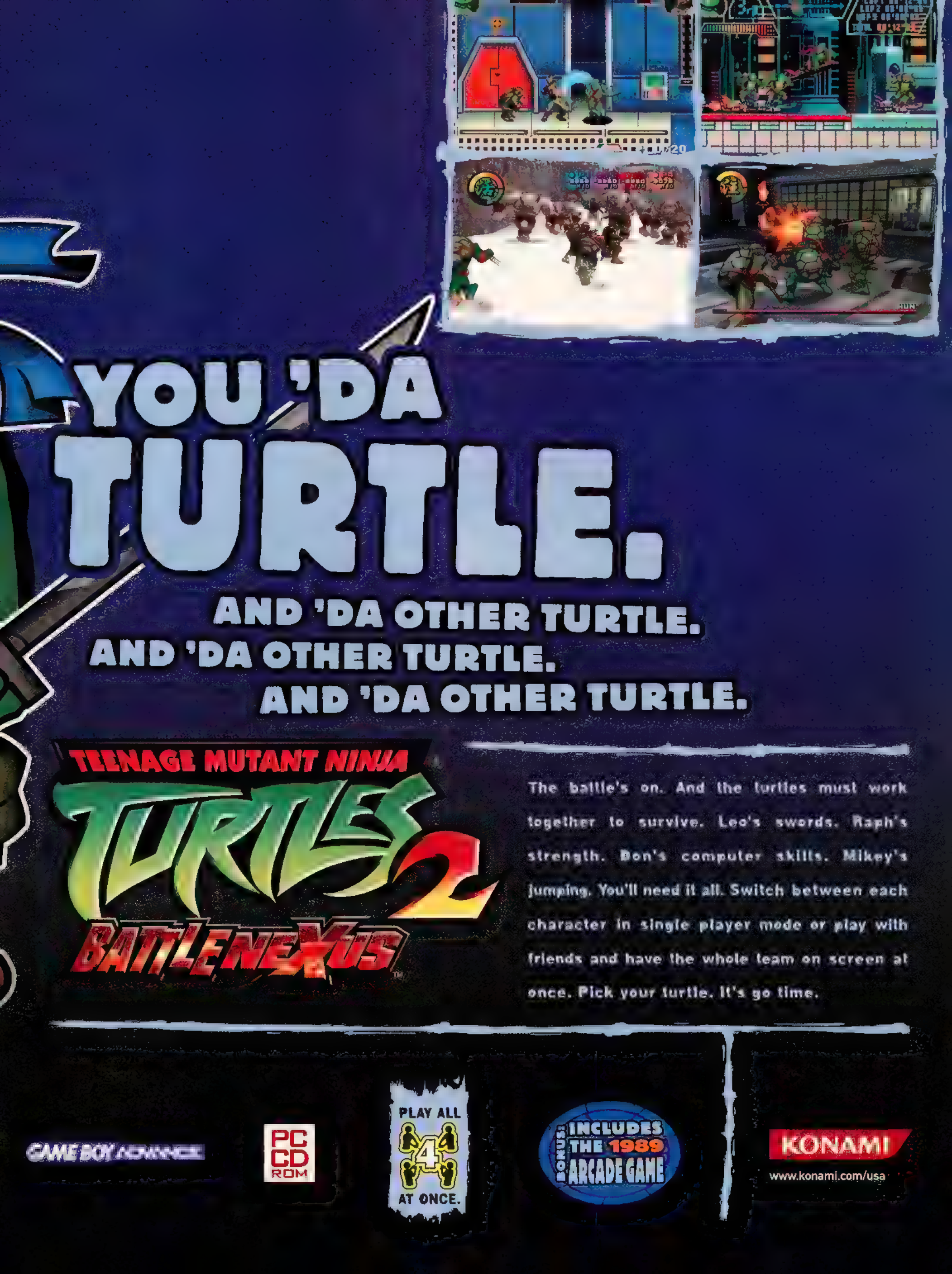
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VIEWTIFUL JOE 2™

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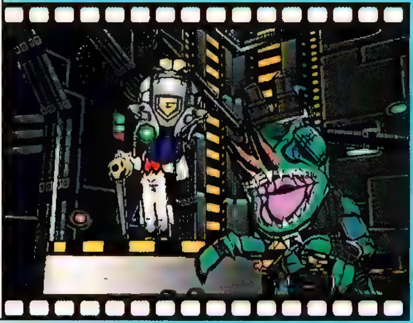
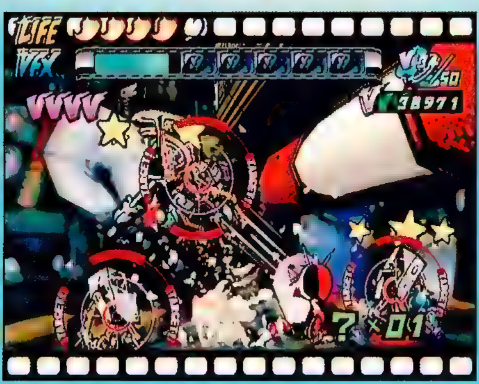
JUMPING FOR JOE

Capcom's GCN-exclusive Viewtiful Joe debut rocked the action genre in 2003. With nonstop enemy-pummeling gameplay, stylized art that defied categorization and a surreal *Last Action Hero*-meets-the-ultimate-B-movie storyline, the game was a critical gem and a fan favorite right out of the chute. This year, the catchphrase-spouting superhero leaps deeper into Movieland to uncover a plot that is silly and surreal. Raging through a dinosaur theme park, a samurai showdown, a futuristic city, outer space and cinema-inspired scenes, Joe and his superpower-enhanced squeeze, Silvia, race an evil octopus for an armload of gold statuettes and the Power of Film. Add insanely tricky puzzles, ridiculously hard boss battles and more vehicle-driven variety than last year's model and voilà—you've got another wigged-out winner. It's enough to have you shouting . . .

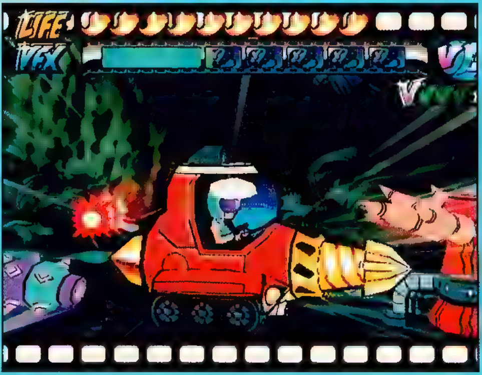
HENSHIN-A-GO-GO, BABY!



New trouble in Movieland! When an insane mollusk makes a play for glory, Joe and Silvia try to throw water on his plans.



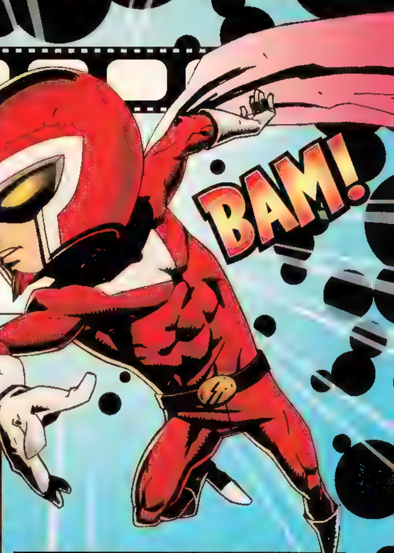
The great gameplay that defined the original is back with more intensity. Perfect timing gives Joe the power to target multiple foes at one time.



True to its name, the Six Machine transforms into six powerful vehicles and tools—it's the perfect device for the superhero on the go.

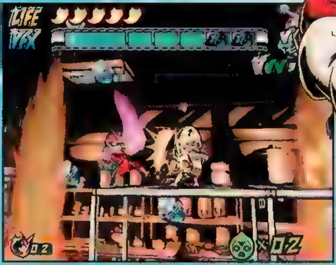
How to Be a Hero

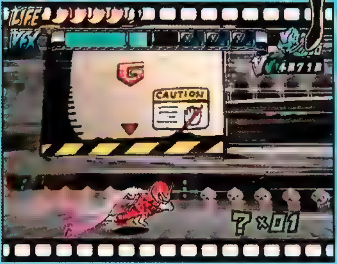
Rising from audience member to action star, Joe has proven himself hero material. Silvia was the kidnapee at the beginning of the original adventure, and later played a more active role. In the sequel, she's ready for action from the start. You can guide either her or Joe through every mission, switch between heroes on the fly and watch the pair chew up the scenery together in cut scenes. The heroes acquire the spell-binding VFX Powers at different rates, but both are equally capable of cleaning the mechanical Ghetto Invaders' clocks.

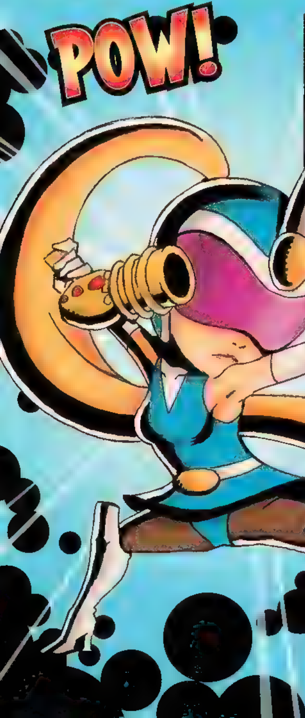


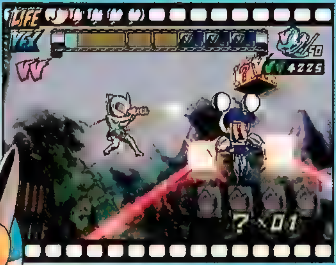
Joe

When the suave and ravishingly Viewtiful Joe is not delivering his trademark line, he's letting his fists and feet do the talking. A well-timed duck or jump allows him to avoid attacks, leaving the opportunity open for counterpunches—and Joe can unleash sensational swings. He's got hops, too: when he faces big gaps in the scenery, he double-jumps to safety. Talk about talented!

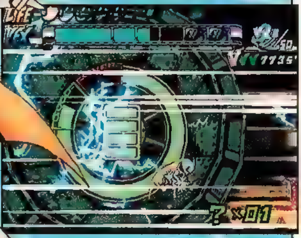








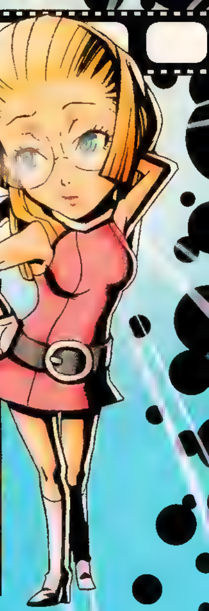
Silvia



Sass, class and a really big gun make Silvia a solid choice. Part cheerleader and part viper, the blue-clad kicker hits foes with her feet at close range and blasts them with with her firearm, Trigger, from a distance. Although the gun may appear to give Silvia the edge over Joe, its shots are not as powerful as Joe's blows. It all evens out in the blur of a Viewtiful baddie beating.

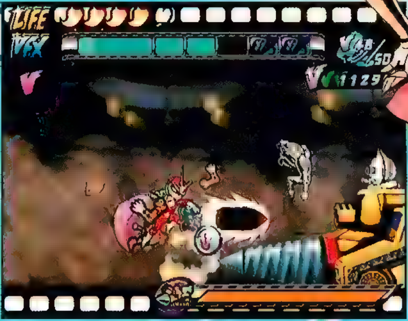
REWIND

The original Joe introduced a seriously loony sense of humor that tipped its cap to movies of the past, displayed a never-before-seen art style that blended 2-D backgrounds with 3-D objects and characters, and told a story of a regular guy who found his inner power and saved his girl from a force that lurked beyond the silver screen. The sequel retains the magic of the first game in an all-new Movieland adventure. Key among the returning elements are the stunning VFX Powers, which give the heroes temporary control over time and space and allow them to solve nearly impossible—almost unthinkable—puzzles. The following is your VFX Power primer.



VFX SLOW

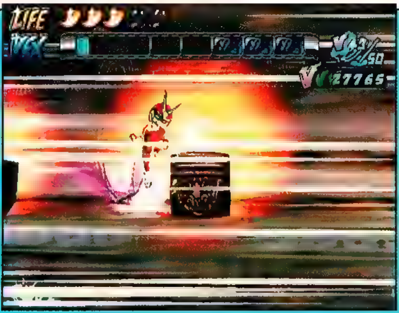
When Joe and Silvia first transform into their superhero selves, they learn the VFX Slow ability, which allows them to dodge bullets and lasers (à la *The Matrix*) and summon the strength to demolish enemy machinery and move heavy objects. Early on, in Dino Park, a boulder lands on a drawbridge-triggering button. By slowing time then executing an uppercut, the hero sends the boulder back to the volcano from whence it came. In another instance of slo-mo mastery, Joe or Silvia sends the shells from a robot-controlled tank back to the armored vehicle with a time-twisting punch.



Bullets bounce off the hero's fists when he or she uses VFX Slow to turn speedy projectiles into sluggish targets.

MACH SPEED

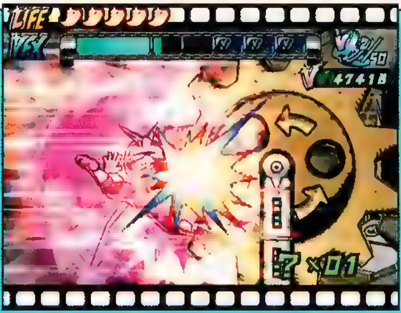
While everything else runs at regular speed, the hero explodes in a flurry of superfast moves when he or she triggers the Mach Speed power. Not only is the ability perfect for flattening enemies big and small, but it can help the hero solve puzzles, too. When an energy turbine goes on the fritz, Joe or Silvia hops into the center of the hamster-wheel-like device and runs at Mach Speed to turn the turbine, restoring power to a door. Super speed also comes in handy when you want to extinguish a hero on fire or start a blaze with friction-causing fast fists.



Friction from punches creates flames—Mach Speed is indispensible when lighting fires figures into a puzzle solution.

ZOOM IN

Joe and Silvia are ready for their close-ups. As if they didn't have enough amazing moves, they really let the action rip when the camera closes in on them. With VFX Slow and Zoom In triggered simultaneously, a regular kick becomes a spinning kick that can hit multiple enemies or trigger two devices at the same time. The Zoom In power also allows the hero to rocket through the air at a blindingly fast speed and slam hard into enemies—or in one case, into a stubborn gear that proves to be an important part of a puzzle-solving machine.



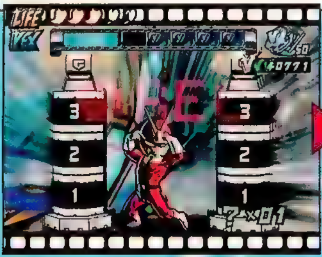
A few superpowerful spin kicks set a cog in motion, allowing Joe to take an elevator ride.

Fast-Forward

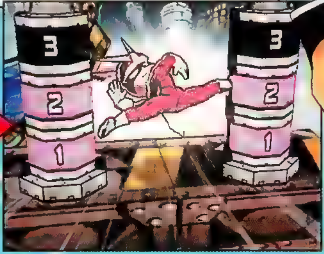
Although Viewtiful Joe 2 incorporates many elements of its predecessor, it has plenty of new offerings, too, including a fresh VFX Power, puzzles that demand expert execution of powers in sequence, and truly brutal boss battles that will make you weep for joy if you come out on the winning side. It's a perfect successor for fans of the first game—it stays true to its roots while creating a unique Viewtiful challenge.

Replay

Joe and Silvia's latest VFX Power makes time repeat itself for triple the impact. When the hero executes the Replay power then punches an enemy, that wallop is rewound and replayed at three times its normal strength. The danger is that if the enemy swings first, it's *the hero* who faces repeated punches. Replay power is a must in some of the game's most devious puzzles. When doing something once just isn't enough, Joe and Silvia rely on Replay.



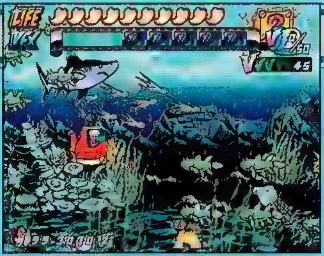
What do you do when you need to hit two objects three times at once? Let Replay power kick in!



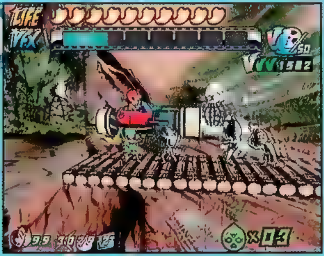
A close-up spin kick Replayed at the right time provides VFX-powered help.

Six Machine

In the original VJ, Joe's Six Machine delivered a break between fighting levels by soaring into the scene for minigame-like transitions. The sequel integrates the transforming vehicle into the main game and makes use of all six iterations: from race car to drilling machine. It's another magnificent tool for the magnificent couple.



The Six Machine swims with the fishes and dishes out small, but pernicious, torpedoes.



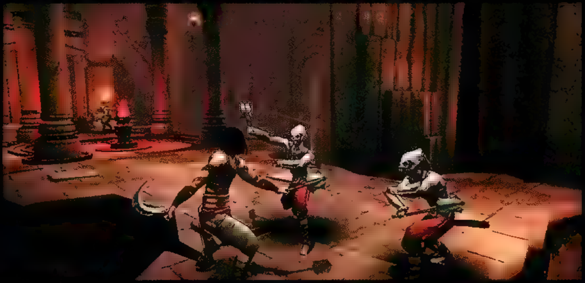
Both heroes get into the mix (one as shooter, the other as projectile), when the SM goes ballistic.

Cut! Cut! Cut!

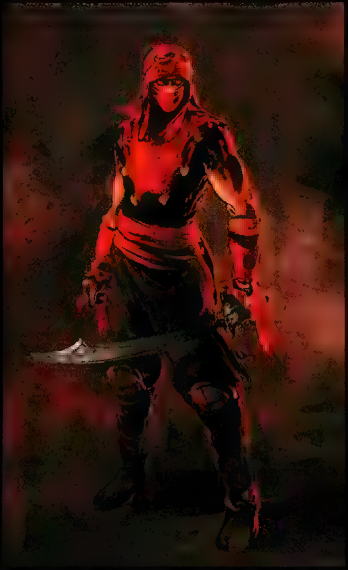
The operative word for Viewtiful Joe 2 is *more*—the game has more levels, more puzzles, more powers and more heroes than its predecessor, not to mention a bulging army of enemies; some are returning faves, but 40 are new, including a swarm of flying creatures and power-hungry bosses. VJ2 also has a deeper storyline with crazy twists that you'll have to see to believe. It's not a huge departure from the groundbreaking title that launched the franchise, but it's bigger, badder and definitely more Viewtiful.

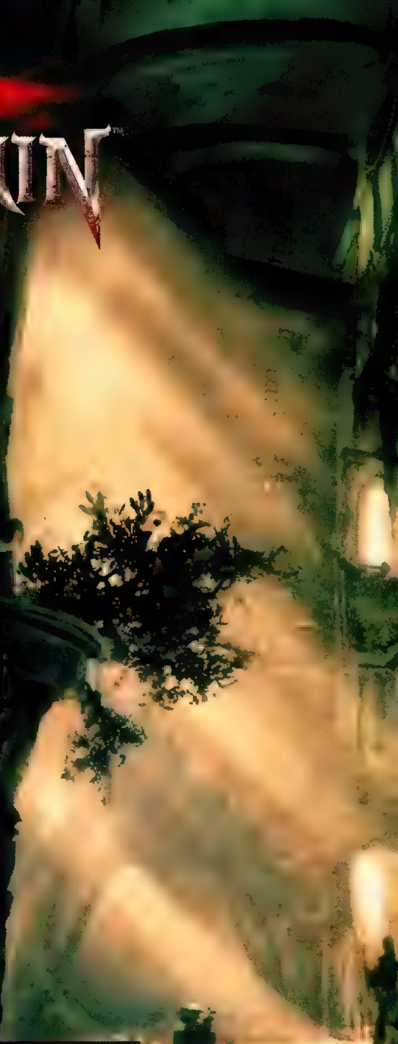
PRINCE OF PERSIA WARRIOR WITHIN

The crown prince of gaming returns to the GCN for another action-platforming masterpiece.



Last year, Prince of Persia: The Sands of Time reinvigorated one of gaming's oldest franchises with its precise controls, innovative time-altering play mechanics and breathtaking environments. A mere 12 months later, the talented team at Ubisoft Montreal is preparing to unleash another Game of the Year contender. This time, however, the prince's tale is quite a bit darker. It seems fate had a problem with our hero defying his preordained demise, so it sends a creature called Dahaka to finish the job. The immortal beast hunts the prince relentlessly. It follows him to the four corners of the globe, never giving him a moment's rest. After nearly a decade of this tortured existence, the prince sets out for the island where the Sands of Time were created. He hopes that if he travels back in time and destroys the Sands, he may change his fate once more.





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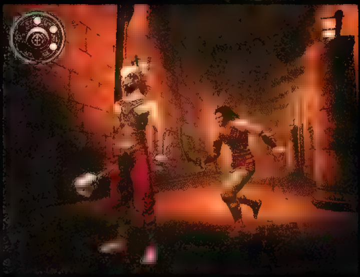
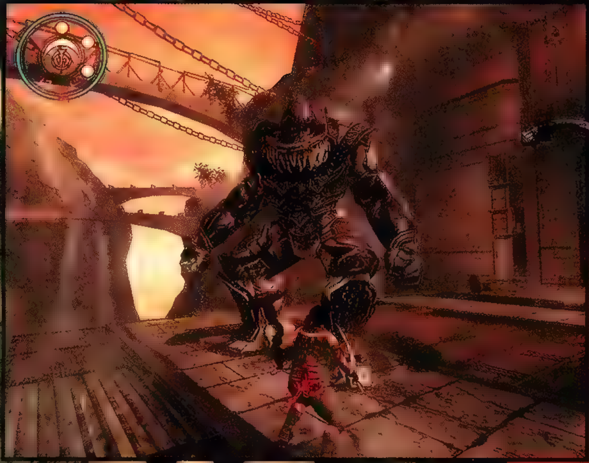
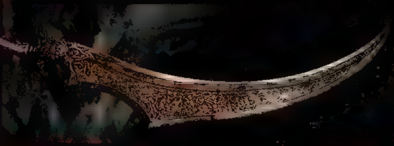
The game begins when the prince's ship is attacked by a scantily clad villainess and her crew of bloodthirsty minions. It's an amazing scene that sets the tone for a game more frenetic than its predecessor—flaming arrows ignite the ship, causing it to crack and splinter as the battle rages around you. Your part in the conflict serves as an introduction to the new Free-Form combat system, which lets you string together any of the young royal's actions to create a staggering number of combos. You can also throw certain weapons, make full use of the environment and even pick up axes, hammers and the like from your fallen foes. Depending on whether you're carrying one weapon or two, you'll have different techniques at your disposal. (Only if you're holding a single blade, for instance, can you grab an opponent with your free hand and use him as a human shield.) As you might imagine, 10 years of fighting for his life have made the prince a fiercer warrior—hence the game's subtitle.







To put the new combat system through its paces, Warrior Within features a much greater variety of adversaries than the previous game. One of the most impressive is a hulking monstrosity that's at least three times as large as the prince. Like many of the game's foes, the behemoth requires some pretty imaginative tactics to bring down. Its armor makes it impervious to direct assaults, so you'll have to wait until the creature is about to pummel you with its fists, then roll between its legs and strike the exposed flesh behind its shin guards. The pain will force the big brute to its knees—your cue to climb onto its back and start hacking away at its cranium. You can't stay up there too long, though, or the monster will grab you and hurl you across the room. Overall, fighting is just a lot more fun than it was in The Sands of Time. The combat was widely regarded as that game's biggest shortcoming, and the developers obviously took that criticism to heart.

Fans of last year's game will undoubtedly be pleased to hear that the follow-up isn't all about swordplay, however. In fact, Warrior Within serves up a similar ratio of platforming to combat, but they're blended together a bit more evenly than before. The platforming elements haven't changed as much as the combat, but they didn't need to; the first game was a masterpiece in that regard, and you can expect more of the same from the sequel. The environments retain that puzzle-like quality that requires equal parts reflexes and mental prowess, and the control is still incredibly fluid and intuitive.

The game also delivers visually. The presentation is captivating, both from a technical standpoint (you won't believe the complexity in some of the environments) and in terms of art direction. The music is an oddly dissonant yet intriguing mix of ambient classical compositions and pumping electric-guitar riffs, and the sound effects are amazing, particularly through a good surround-sound system. (Nothing engrosses you like hearing a waterfall crashing on your right side while a murder of crows squawks to your left.) With all of the great titles coming out this holiday season, don't overlook the prince. Games this wonderful don't come along very often.

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The streets of New York are up for grabs in EA's gritty second chapter in the popular Def Jam brawler series.

Def Jam® FIGHT FOR NY™

LIGHTS, CAMERA, ACTION!

MATURE 17+
M
CONTENT RATED BY ESRB
Blood
Sexual Themes
Strong Language
Violence

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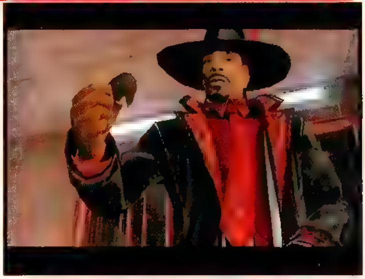
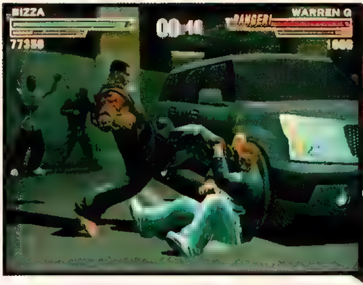
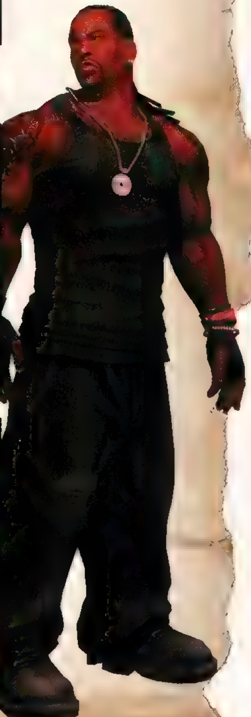
Picking up where last year's Vendetta left off, Fight for NY opens with a battered D-Mob surrendering to the cops. Your mysterious character performs a daring rescue, earning D-Mob's respect and the responsibility of winning back the big man's clubs. EA and developer Aki have taken Story mode to new levels, incorporating a huge cast led by hip-hop artists Method Man, Redman and Snoop Dogg. Your character, completely personalized with hand-picked clothing, jewelry and tattoos, appears vividly during the story's cut scenes—just as you designed him.

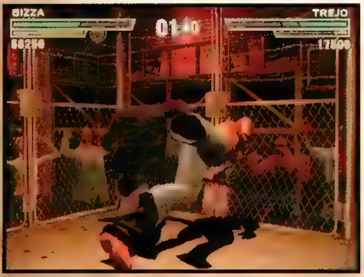


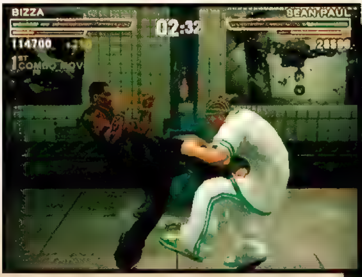
THE BLING'S THE THING

The simple fighting mechanics haven't changed much from the original game, making the sequel just as accessible as its predecessor, but even bigger and badder—from dozens of new bone-crunching animations to a lengthy list of unlockable venues and fighters. Not only can you dress your brawler in any way imaginable, you train him in one of five combat styles. Custom accessories and fighting styles don't have a dramatic effect on the game, but they do make subtle differences during matches. Read on for more details.



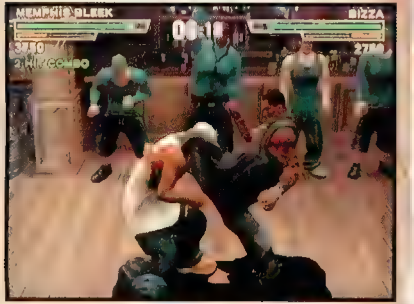




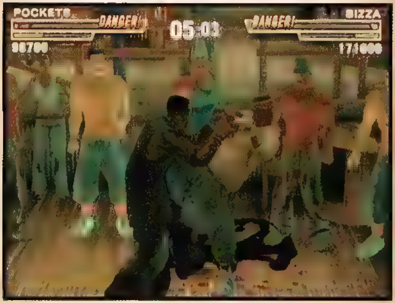


BEEFED-UP BRAWLER

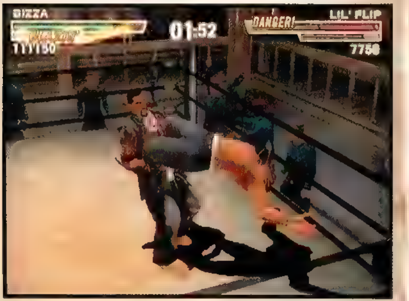
Throughout Story mode, you'll hit the gym and spend Dev Points to improve five attributes: Upper Strength, Lower Strength, Speed, Toughness and Health.



Your fighter begins as a sluggish contestant, barely capable of landing consecutive blows. Start by improving your Speed, which will allow you to jab more effectively. Focus on building strength after you triumph in the first two venues.



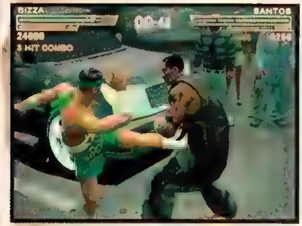
Also improve your Toughness early on. In the beginning stages, you won't be fast enough to avoid getting pounded. The tougher you are, the more resilient you'll be and the longer you'll be able to survive in a match.



Every time you beat an opponent, his Blazin' move will become available for purchase. Some Blazin' moves are more visually impressive than others, but they're all equally effective—so focus on improving your skills before buying new moves.

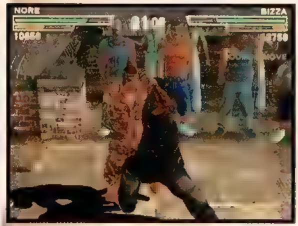
A STYLE ALL YOUR OWN

Your character begins as an expert in one of five techniques. During the story, you can learn two more. Merging styles allows you to string together wicked combos and KO enemies in multiple ways.



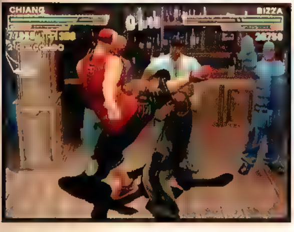
Kickboxing

As you'd expect, kickboxers can use their lower extremities as powerful weapons. They have strong kick attacks and deep kick combos, which they can use to knock out opponents. Kickboxing masters can also strike low to the ground, sweeping an enemy's legs out from under him with a swift swipe. The simplicity of kickboxing makes it an ideal style for beginners.



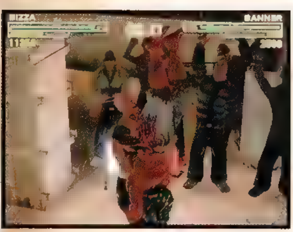
Street Fighter

Much like kickboxers, street fighters are basic brawlers who can string together impressive combos—but they use their hands instead of their feet. Although it's not nearly as elegant an art form as kickboxing, street fighting is similarly uncomplicated, allowing you to KO an opponent with a haymaker punch. It's a good style for inexperienced fighters.



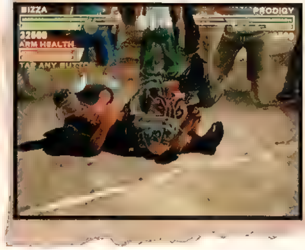
Martial Arts

The quick reflexes of martial artists allow them to strike with rapid combos and defend any attack. They can KO opponents with aerial assaults off the turnbuckle. Though superior defense makes martial arts a valuable style to learn, acrobatic attacks are difficult to perform. In addition, many arenas in Story mode aren't ideal for martial arts. It's best to start with another style.



Wrestling

A wrestler's superior strength allows him to lift any size of opponent and KO enemies with a strong grapple maneuver. You will often see a wrestler slamming his enemy to the ground. Most importantly, wrestlers are strong enough to break free from grapples. When facing a wrestler, focus on body shots and stay away from grapples.

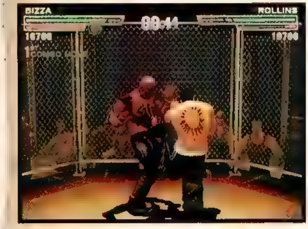


Submission

Submission artists are well-balanced fighters who can wear down an opponent by targeting specific body parts. Once you've crippled a particular limb on your enemy, he'll be forced to submit. Unfortunately, it can take a while to wear down some opponents, so you're better off avoiding the Submission style to begin with. You can always add it to your repertoire later in Story mode.

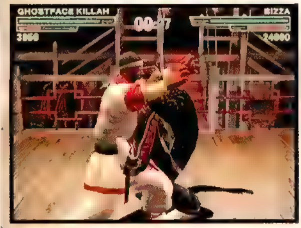
TIPS FOR THE STREETWISE

You've got the muscles and the moves, but do you have the mind? The game's fighting system is easy to learn, but tricky to master. Mashing buttons won't help much; timing and execution are critical to success.

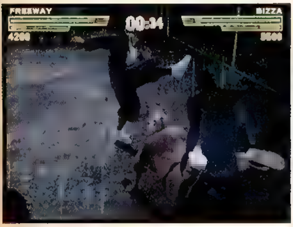


Reversal of Fortune

Study your opponent's habits—some prefer to grapple, whereas others favor fisticuffs. If your enemy is harassing you with punches or kicks, use the R Button to block his attacks. Strong, slow fighters will often resort to hard attacks, which are easy to anticipate. When you spot your enemy winding up for such an assault, block or dodge the attempt, then respond with a quick flurry of blows.

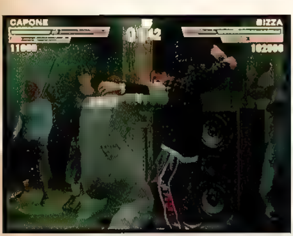


On the flip side, if your opponent tends to grapple, stay away from the R Button. Blocking will only leave you vulnerable. The best strategy is to remain aggressive, constantly pounding the Y and B Buttons. A well-timed punch or kick will shed your opponent's grapple and send him stumbling backward. As your enemy staggers from the counterattack, move in for a strong grapple or execute a Blazin' move.



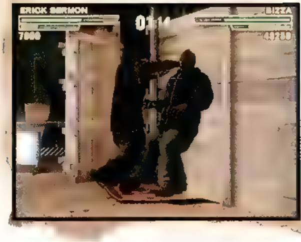
Fan Interference

Spectator interaction is a new addition to the Def Jam series, and a vital aspect of winning matches. Grapple your opponent and use the Control Stick to throw him toward the rowdy bystanders. When a fan grabs your enemy, press A to instigate crowd cooperation. Tap the C Stick to pump up the audience and fill your Blaze Meter. The crowd is more likely to respond if you're decked out in pricey threads and flashing plenty of bling.



Environmental Impact

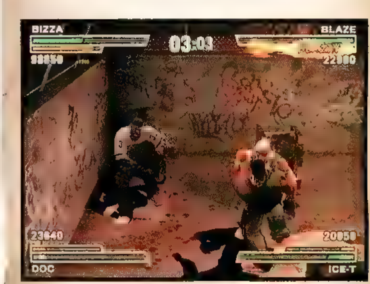
Objects scattered around the arena serve as powerful weapons capable of knocking out a weary fighter. Spectators are eager to lend out vicious tools, from bottles to pool cues to crowbars. Walk near an object to acquire it (or press A to pick one up off the ground), then press Y to smack your opponent with the weapon. If your enemy strikes with a tool, don't attempt to block the attack. Instead, try to kick or punch the implement away.



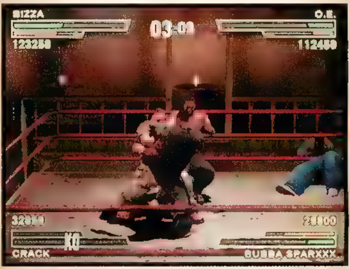
Every battlefield has unique obstacles that provide opportunities to torment your opponent. Send him through a jukebox, ram him into the edge of a pool table or toss him in front of a moving train—and that's just the start. Press A when your enemy is slumped against an obstacle to perform an environmental attack that will inflict massive damage. Environmental attacks are especially handy as follow-ups to Blazin' moves, when your enemy is vulnerable.

MULTIPLAYER MASH

Story mode is the meat and potatoes of the game, but there's an impressive array of matches available for those looking to unlock extras or compete against friends. Among the available contests are Inferno, played in the middle of a ring of fire, and Subway, which takes place alongside moving trains.



Team matches pit you and a partner against two other fighters. When battling alongside the CPU, focus on the slower of your two opponents and finish him off quickly. Then assist your partner in ending the match.



Free for All battles involve four fighters in an every-man-for-himself showdown. If you're the only human contestant, sit back and let the three CPU brawlers duke it out. Jump in when only one opponent remains.

RUMBLE ON

By the time you complete Story mode, you'll have unlocked 60 of the 74 possible characters and 24 venues (unlock the remaining extras by winning matches in other game modes). But the Story-mode fun doesn't have to end there—continue to fight as your character, accepting challenges via your pager and earning more money. Fight for NY is a hardcore hip-hop fan's dream, and the intuitive fighting system and over-the-top animations make it a fun romp for any gamer over 17.

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MARIO POWER TENNIS™

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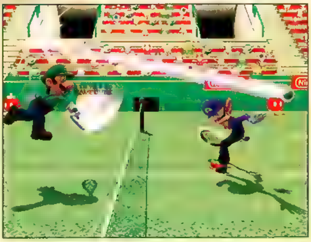
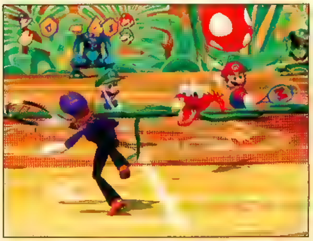
On November 8th, the Mushroom Kingdom's biggest superstars will return to the courts for their wackiest tennis extravaganza ever.

Extreme Tennis

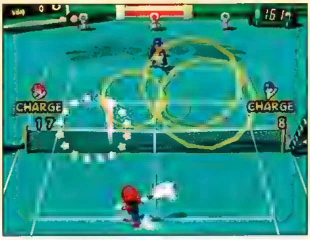
Nintendo and Camelot, the team that brought us Mario Golf: Toadstool Tour, the Golden Sun series and the original Mario Tennis game, have joined forces again to create a new Mario Tennis masterpiece for the GCN. The newest addition to the successful series incorporates everything players loved about the original Mario Tennis, plus all-new play modes, courts, unlockable characters, minigames and more. Power Shots, which are new to the franchise, are a major gameplay facet—they're special moves that add originality to each character's technique. And what would a Mario Tennis game be without addictive multiplayer modes? Exhibition mode and most of the Special Games support up to four players simultaneously. You can also play both modes, as well as the intense Tournament mode, solo. The Exhibition and Tournament modes each let you choose from four match types, displayed to the right.



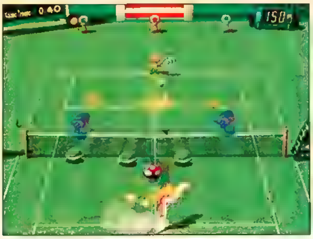
Standard tennis matches are governed by normal tennis rules—you can play Standard matches in both Tournament and Exhibition modes.



Gimmick matches, available in both Tournament and Exhibition modes, combine normal rules and oddball court features.



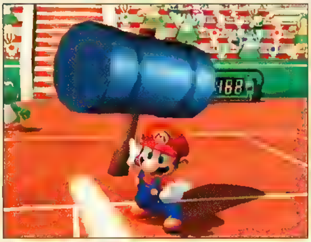
In Ring Shot matches, players hit the ball through golden rings to earn points. Ring Shot matches are available in Exhibition mode only.



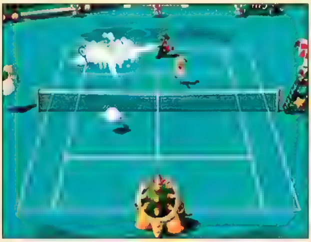
Item Battles, available in Exhibition mode only, are matches in which you use items, such as banana peels, to gain the upper hand.

The Nuts and Bolts of Power Shots

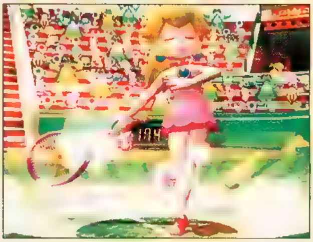
Mario Power Tennis features 18 characters, each of whom has a particular play style, such as All-Around, Speed or Power. In addition, each character knows two unique Power Shots—one offensive and one defensive. Once you power up your tennis racket (it will glow), you can execute a Power Shot. You determine how you want to execute Power Shots by choosing the Controller Option that best fits your play style: Easy is fully automatic and a good choice for beginners. Normal will make your Power Shot hits manual, but the selection and lunge automatic. Technical is for pros—everything is fully manual.



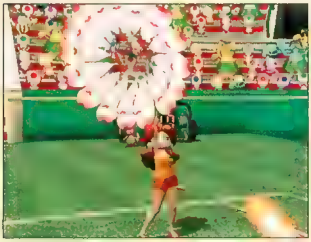
Mario's offensive Power Shot harkens back to his days battling Donkey Kong—he whacks the tennis ball with a massive mallet.



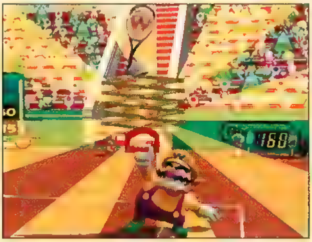
Luigi's offensive Power Shot is similar to Mario's, but his defensive one utilizes the multipurpose Poltergust 3000 to execute an impressive shot.



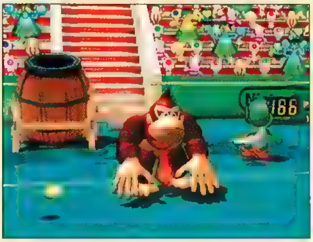
Peach sends her love in a burst of pink hearts with every Power Shot she performs. Keep your eye on the ball, not the beauty!



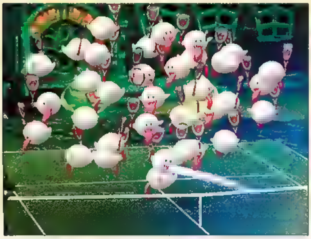
Daisy's Power Shots give flower power a new meaning. Her offensive shot summons a petal-adorned racket to deliver a mighty hit.



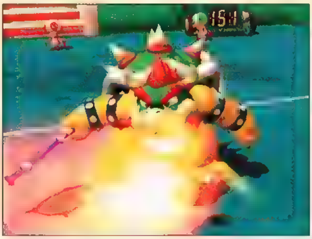
Wario is full of tricks. He uses peculiar gadgets—a mechanical hammer and an extended-reach racket—to execute his Power Shots.



Donkey Kong is already a force to be reckoned with, but when he launches himself from a barrel cannon with his Power Shot, watch out!



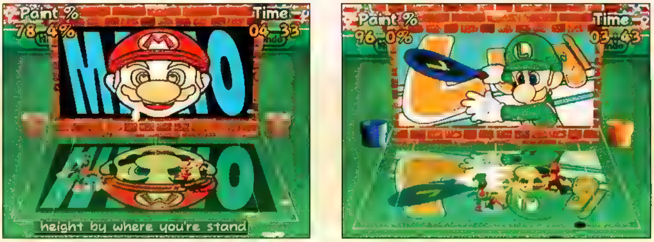
Both of Boos Power Shots summon a host of other Boos to the court. His offensive shot transforms his racket into a Boo.



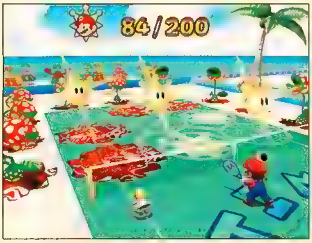
Bowser uses his innate abilities to enhance his Power Shots—for the offensive version, he projects the ball with his fierce fire breath.

Special Games

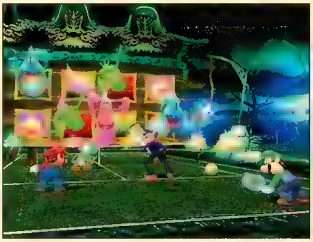
When you want to take a break from Exhibition and Tournament modes—or just want to show off your skills to your friends—hop into the tennis-themed Special Games, six of which support up to four players simultaneously. The fast-paced challenges will test everything from your tennis form to your aim. Five of the eight Special Games will be available when you first start Mario Power Tennis—you must unlock the other three by satisfying specific requirements in Tournament mode.



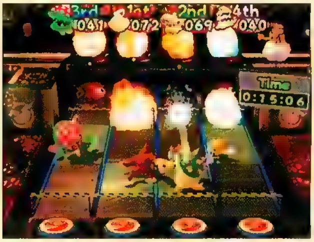
Each Special Game has multiple levels of difficulty—after you beat a level, the next one will become available. Artist on the Court, for instance, has five levels. Players hit paint balls at the blank mural to fill in the color. Paint the first mural correctly within the time limit to unlock the next mural.



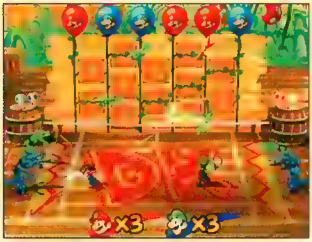
Hit water balls at three muddy spots in a row to free Shine Sprites from the muck—earn enough points before time is up.



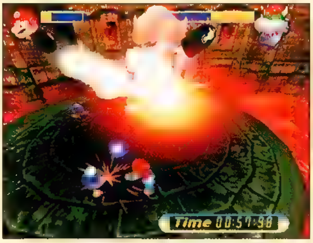
Fight back the ghosts by hitting them with tennis balls. Earn the specified number of points within the time limit to win the challenge.



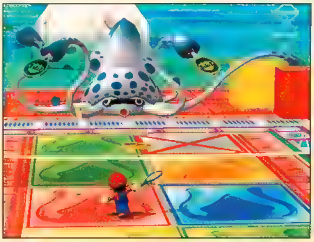
Hammer balls into your hungry Chain Chomp's mouth, but watch out for Bob-ombs and water balls. Score the most points to win!



Protect balloons from a set number of Klap Traps by hitting the beasts, and the vine-covered panels they climb on, with tennis balls.



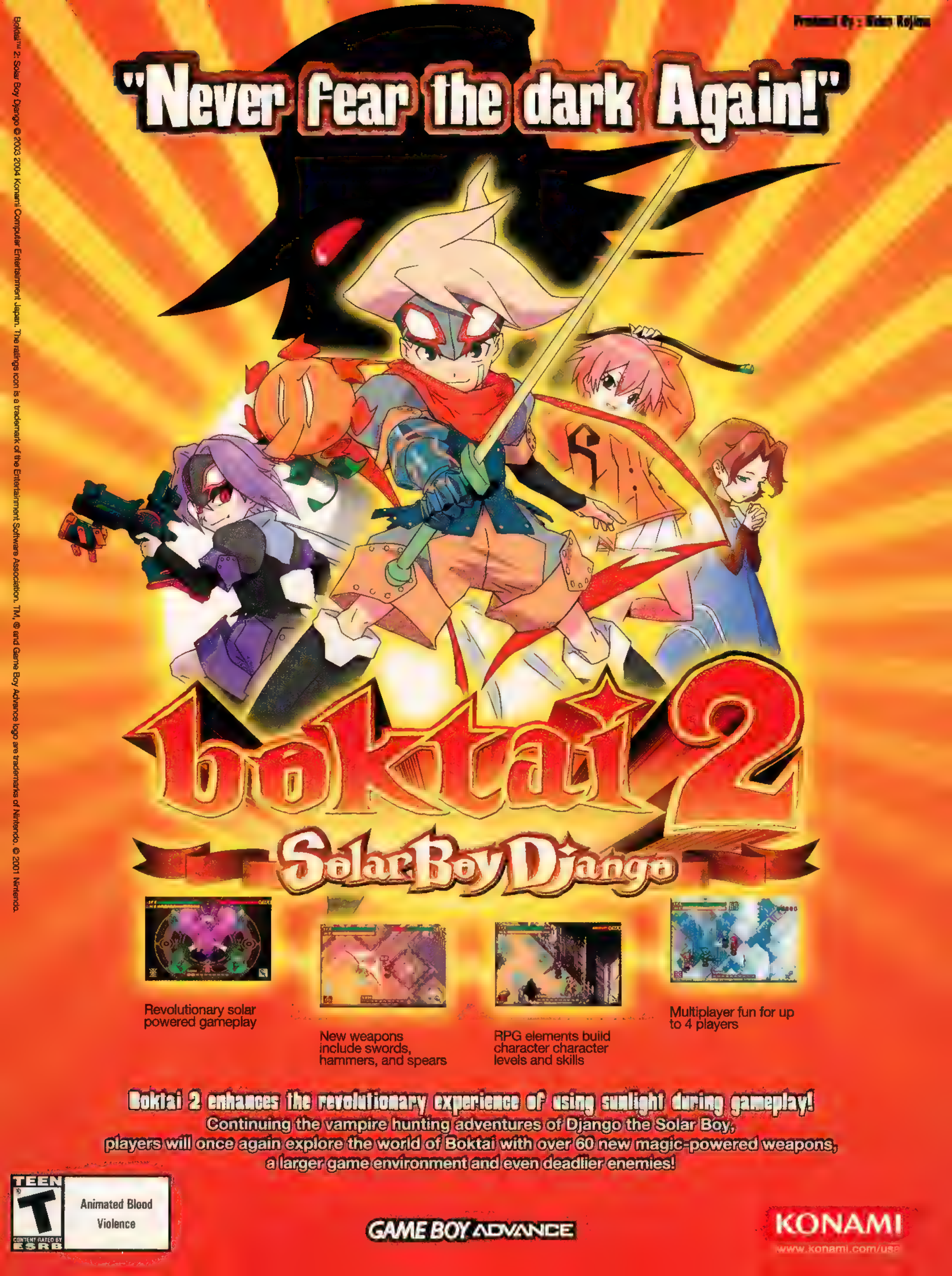
Use your tennis racket to hit shots at Mecha Bowser—defeat it to win, but watch out for its Bullet Bills, Bob-ombs and fire-breath attacks.



Return a set number of volleys from Gooper Blooper to win—avoid hitting the ball onto a crossed-out panel.

Tennis for the Masses

The Camelot team is well-known for its fun and often humorous Nintendo titles—and they maintain their reputation with Mario Power Tennis. Each character's unique personality and style shines through in his or her techniques and the game's many cut scenes. The game's easy- to-master controls and adjusted difficulty provide just the right amount of challenge, too. Whether you're a tennis pro or a newbie who doesn't know a lob from a volley, Mario Power Tennis will be a smash. 🍄


Produced By : Hideo Kojima
"Never fear the dark Again!"
boktai 2
Solar Boy Django
GAME BOY ADVANCE
KONAMI

Revolutionary solar powered gameplay

New weapons include swords, hammers, and spears

RPG elements build character character levels and skills

Multiplayer fun for up to 4 players

Boktai 2 enhances the revolutionary experience of using sunlight during gameplay!

Continuing the vampire hunting adventures of Django the Solar Boy, players will once again explore the world of Boktai with over 60 new magic-powered weapons, a larger game environment and even deadlier enemies!

TEEN
T
CONTENT RATED BY
ESRB
Animated Blood
Violence

www.konami.com/usa

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

Special 2 Preon Special
●: Back
●: List

Mega Man X: Command Mission stars one of the most prolific heroes in video gamedom, but would you believe that the game marks the Blue Bomber's first foray in a console RPG? To celebrate, we're dedicating this month's edition of Classified Information to helping you find all of the game's hidden bonuses. You'll collect action figures, view concept art, listen to the game's happening tunes and more. It's like living in Mega Man's world, only you're not a soulless Reploid.

MEGA MAN X: COMMAND MISSION

GCN

MECHANILOIDS

STRATEGY

RECRUIT AN ARMY OF BOTS TO LOOK FOR HIDDEN TREASURE.

After Chapter 3, Nana will open the Deployment Center. You can use it to send Mechaniloids into areas you've already cleared to have them search for items and Zenny. You'll start with only three Mechaniloids at your disposal, but you can find more scattered throughout the game. Most of the bots will join your cause as soon as you examine them, but some require a special item to boot up. A Mechaniloid's type indicates how it will function during a deployment. Combat units are programmed to destroy enemies and collect Zenny. Search units use special sensors to detect items. Intelligence units prioritize searching for data discs such as video clips and music files. The table below details the location and stats of every Mechaniloid in the game. To reach the units that are concealed in locked areas, you must send another Mechaniloid to that location to search for the key. We'll explain the deployment process in greater detail on the following page.

MECHANILOID	TYPE	VIT	ATK	SEARCH	INT	MOVE	LOCATION
D-SHARK	COMBAT	32	3	1	1	2	DEPLOYMENT CENTER
BIG MONKEY	COMBAT	36	4	2	1	2	GAUDILE LABORATORY, EAST DECK RESIDENTIAL DIVISION 102
EINHAMMER	COMBAT	46	4	2	2	1	ULFAT FACTORY, SMELTING FURNACE 2 (BALL & CHAIN HAMMER REQ'D)
KILLER MANTIS	COMBAT	50	5	2	1	3	ULFAT FACTORY, FREIGHT LIFT 1
RADAR KILLER	COMBAT	40	5	2	2	4	TIANNA CAMP, MAZE AREA 1 (LOCKED AREA)
MEGA MANTOR	COMBAT	52	6	2	3	1	GIMIALLA MINE, L2 NORTHEAST DIVISION (MINI BATTERY REQ'D)
LIQUID GLOB	COMBAT	56	6	3	3	2	VANALLIA DESERT, QUICKSAND SOUTH SIDE (CYBER LIQUID REQ'D)
MELTDOWN	COMBAT	60	7	3	2	1	MELDA ORE PLANT, MISSILE MAINTENANCE ROOM
PATROL DOG	SEARCH	28	1	3	2	3	DEPLOYMENT CENTER
PREON	SEARCH	32	1	3	1	2	GAUDILE LABORATORY, EAST DECK HIGH-SPEED LIFT AREA
DOBER MAN	SEARCH	34	2	4	2	3	GAUDILE LABORATORY, GREAT STUMP HALL (BONE KEY REQ'D)
RUSH LOADER	SEARCH	40	3	4	1	5	ULFAT FACTORY, SMELTING FURNACE 1
DEGRAVER	SEARCH	44	1	5	1	2	GIMIALLA MINE, L3 NORTHWEST DIVISION
MEGA TORTOISE	SEARCH	48	2	4	1	1	VANALLIA DESERT, DESERT QUICKSAND (MINI BATTERY REQ'D)
DEERBALL	SEARCH	40	2	8	5	2	LAGRANO RUINS, EAST BLOCK STAIRS 4F - 5F (LOCKED AREA)
WOLFOID	SEARCH	44	3	6	1	6	MELDA ORE PLANT, AREA B-304
SINEDROPPER	INTEL	20	1	2	3	5	DEPLOYMENT CENTER
BAT BONE	INTEL	22	1	2	3	5	GIMIALLA MINE, L2 NORTHWEST DIVISION
BLOWFISH	INTEL	24	2	2	4	6	TIANNA CAMP, COLISEUM (MINI BATTERY REQ'D)
METTAUR	INTEL	26	1	3	4	3	GAUDILE LABORATORY, WEST DECK MAIN ROUTE
PARAROID	INTEL	20	1	2	4	4	VANALLIA DESERT, JAMMER ENERGY CONTROL ROOM (MINI MOTOR REQ'D)
RABBID	INTEL	26	1	3	4	3	MELDA ORE PLANT, EXTERNAL TANK
GOLD BLADER	INTEL	48	2	5	6	5	GIMIALLA MINE, L3 SOUTHWEST DIVISION (HEAVY MOTOR REQ'D)
BLADEY	INTEL	44	5	4	7	1	GRAVE, LEVEL-D SECURITY ZONE

DEPLOYMENT AREAS

FILL THE SKY ROOM WITH A POTPOURRI OF GOODIES.

You can send a team of up to three Mechaniloids to any of the areas that you've unlocked. When you highlight an area in the Deployment menu, a data chart will appear to the right. The Distance meter indicates how long it will take your Mechaniloids to return from the deployment. The more stars that appear next to Zenny, Item and Disk, the more objects that remain to be found in that category. Finally, Ability+ displays which parameters will increase for each Mechaniloid should the bots level up during the mission. Once you've selected an area, it's time to assemble your team. The first unit that you choose acts as the leader, and can affect the party's morale. The overall composition of the group can also influence its effectiveness. Experiment with different combinations to find out which ones reap the greatest rewards. Keep in mind, however, that no matter how compatible the team members, they'll come back empty-handed if they're not strong enough to tackle the area you've chosen. Once you've picked a destination and put together a team, Nana will tell you what she thinks. If she's skeptical of your party's chances, you should probably make an adjustment. Below is the complete list of goodies that you can find in each area.

LAGRANO RUINS

Zenny: 3,000

Items: Tank Parts, Lagrano Key, Good Luck Force Metal, Figure Token x2, Lagrano Ruins Figure

Sketches: #2 X's Scarf, #34 Hippopressor, #36 Patrol Dog, #88 Ruins

Data Files: #8 About Giga City, #9 Lagrano Ruins

Music: #13 Maverick Hunter 2, #24 Fight, X!, #31 Darkness and Despair, #48 Giga City Memories, #49 Trajectory of Battle 1

Video Clips: #2 Analysis, #3 Hippopressor, #4 Epsilon, #5 The Cadre

CENTRAL TOWER

Zenny: 3,000

Items: Infinite Resist Force Metal, Green Scarf, Figure Token x3, Central Tower Figure

Sketches: #14 Residents, #20 Chief R (rough), #27 Aile, #38 Einhammer, #60 Headquarters, #90 Container Ship, #97 Headquarters Plan, #98 Base Plan, #100 Market

Data Files: #2 Building Giga City, #10 Central Tower

Music: #2 Steal Hope Back, #12 Central Tower, #17 Event Battle, #30 Spider Magic, #32 Brush with Danger, #34 Sympathy and Sorrow 2

Video Clips: #6 Secret Resistance Base, #7 Wanted Dead or Alive, #8 The Bounty Hunter, #9 Enter Aile, #10 Vow to Aile, #11 The Bargain with Jango, #12 Spider Returns, #13 Wrath of Jango, #14 Spider Reformed, #15 Spider Joins the Fight

TIANNA CAMP

Zenny: 4,000

Items: Block All Force Metal, Tianna Key, Tianna Camp Figure

Sketches: #12 Silver Horn, #17 Nana, #19 Prisoner Nana, #29 D-Rex, #30 Gulpfast, #31 Dober Man, #50 True Massimo, #61 Seabed Tunnel, #62 Submarine Paths, #64 POW Camp Corridors, #65 Prison Guards' Office, #66 Prison Guards' Room, #67 Undersea Cell

Data Files: #3 Turning Maverick, #11 Tianna Camp

Music: #3 Subterrania, #11 Hunter Base, #15 Final Battle, #27 Steel Massimo, #36 Resolution

Video Clips: #16 Enter Massimo, #17 Nana and Silver Horn, #18 Entrusted with a Legacy, #19 Battle with Silver Horn

GAUDILE LABORATORY

Zenny: 3,000

Items: Generator Sub-Weapon, Meet Marino! Poster

Sketches: #13 Psyche Mecha, #25 Gaudile, #26 Cinnamon, #28 Marino, #32 Rabbid, #33 Killer Mantis, #35 Parariod, #40 Mad Nautilus, #41 Dr. Psyche, #70 Lab Elevator, #71 Lab Exterior, #72 Lab Corridors, #73 Tunnels, #74 Laboratory, #75 Lab (rough)

Data Files: #4 Birth of Epsilon, #12 Gaudile Laboratory

Music: #4 Forest Treasure, #28 Marino the Thief, #29 Help Me! Cinnamon, #33 Peace and Tranquility, #42 Talking

Video Clips: #20 Enter Marino, #21 Dr. Psyche, #22 Cinnamon and Marino, #23 Enter Gaudile, #24 Cinnamon's Secret, #25 Marino in a Tight Spot, #26 Battle with Psyche

ULFAT FACTORY

Zenny: 5,000

Items: Stamina Missile Sub-Weapon, Reverse Fire Force Metal, Figure Token x2, Ulfat Factory Figure

Sketches: #16 Crow Boss, #42 Axl Expressions, #76 Controlling Device, #77 Factory Control Room, #78 Smelting Furnace, #93 Monitor Room

Data Files: #5 Epsilon's Uprising, #13 Ulfat Factory

Music: #5 Unknown Energy, #26 Enter Axl, #37 Beaming with Joy, #43 Resistance Lines

Video Clips: #27 Enter Axl, #28 Jentra, #29 X and Zero Meet Again, #30 Battle with Jentra, #31 Duboar Berserk, #32 Axl Transforms

GIMIALLA MINE

Zenny: 4,000

Items: Reverse Thunder Force Metal, Gimialla Key, Figure Token, Preon Invasion Poster

Sketches: #11 Shadow, #48 Evil Shadow, #51 Marino Sketch 1, #52 Marino Sketch 2, #79 Mine Corridor

Data Files: #6 The Task Force, #14 Gimialla Mine

Music: #6 A Friend in Danger, #25 Standby Zero, #35 Sympathy and Sorrow 2

Video Clips: #33 Zero Goes It Alone, #34 A Strange Light, #35 Shadow Arrives, #36 Zero and Shadow, #37 Sneak Attack, #38 Battle with Incentas, #39 The End of Spider

DEPLOYMENT AREAS (CONT.)

VANALLIA DESERT

Zenny: 6,000

Items: Block All Force Metal, Super Absorber Sub-Weapon, Bait Sub-Weapon, Tank Parts, Fearsome Foe Poster, Vanallia Desert Figure, Figure Token x3

Sketches: #4 Botos, #80 Desert Entrance

Data Files: #7 Unknown, #15 Vanallia Desert

Music: #7 Desert Maze, #14 Maverick Hunter 2, #16 Boss Battle, #40 Mysterious Ways, #41 They Call Me Botos!, #44 Mission to Rebel, #47 Do You Copy?

Video Clips: #40 Ferham, #41 Enter Botos, #42 Botos Escapes

MELDA ORE PLANT

Zenny: 8,000

Items: Reverse Water Force Metal, Melda Key, Secret Assembly Poster, Melda Ore Plant Figure, Figure Token

Sketches: #37 Degraver, #45 Ferham Expressions, #46 Scarface, #47 Redips, #81 Plant Corridors, #82 Plant Room, #83 Missile, #84 Missile Silo

Data File: #16 Melda Ore Plant

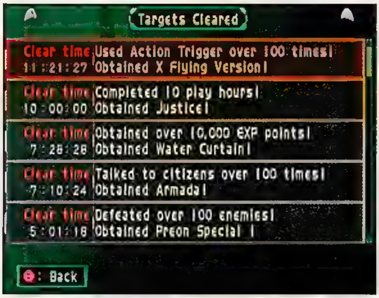
Music: #8 Glacial Activity, #38 Strength and Valor, #39 Rebellious Ambitions, #45 A Rebel's Fate, #46 Mystery Metal

Video Clips: #43 Battle with Botos, #44 Battle with Ferham, #45 Ferham Falls, #46 Fated for Betrayal, #47 Stolen Supra-Force Metal

CHALLENGES

FILL OUT YOUR COLLECTIONS.

All of your treasures are stored in the Sky Room (Nana can teleport you there after Chapter 3). You can admire your figures, sketches and data files from the storage cabinet, hang your posters on the wall and use the jukebox to listen to music files or watch video clips. There's also a computer terminal where you can change the color of X's scarf and view which (if any) challenges you've completed. When you finish a challenge, you'll receive a unique item that you can't find anywhere else. Unfortunately, the requirement for each challenge won't be revealed until you've already completed it. That's where your friendly neighborhood video game magazine comes in. The table to the right details all 36 challenges so you'll know what you need to do to earn each reward. Particularly observant readers (or the obsessive-compulsive among you) might notice that some items are still unaccounted for. You'll find those objects in treasure crystals near the end of the main quest.



Clear time 11:21:27 Used Action Trigger over 100 times! Obtained X Flying Version!

Clear time 10:00:00 Completed 10 play hours! Obtained Justice!

Clear time 7:28:28 Obtained over 10,000 EXP points! Obtained Water Curtain!

Clear time 7:10:24 Talked to citizens over 100 times! Obtained Armada!

Clear time 5:01:18 Defeated over 100 enemies! Obtained Preon Special I

CHALLENGE	REWARD
COMPLETE FIGURE SETS 1 – 10	POSTER: THE DEADLY TRIO!
TALK TO CITIZENS OVER 100 TIMES	POSTER: SWARMING ARMADA
COMPLETE 10 PLAY HOURS	POSTER: VIVA LA RESISTANCE!
USE OVER 100,000 FME IN THE GENERATOR	POSTER: CINNAMON'S SECRET
COMPLETE DEPLOYMENT RECOVERY	POSTER: HUNTER BASE
DEFEAT OVER 100 ENEMIES	FIGURE SET: PREON SPECIAL
DEFEAT OVER 500 ENEMIES	FIGURE SET: PREON SPECIAL II
DEFEAT OVER 1,000 ENEMIES	FIGURE SET: PREON SPECIAL III
DEFEAT OVER 100 METTAUR-TYPE ENEMIES	FIGURE SET: METTAUR SPECIAL
OBTAIN OVER 100,000 EXP	FIGURE SET: MINI MECHS
USE FINAL STRIKE OVER 100 TIMES	FIGURE SET: RETRO MECHS
ACHIEVE OVER 100 CRITICAL STRIKES	SKETCH #3: X NINJA VERSION
USE ACTION TRIGGER OVER 100 TIMES	SKETCH #4: X FLYING VERSION
ACHIEVE OVER 150 CONSECUTIVE HITS	SKETCH #5: X'S ARMOR
PERFORM AN ATTACK OF OVER 9,999 DAMAGE	SKETCH #7: X'S GUNS
COLLECT ALL VIDEO CLIPS	SKETCH #15: RAFFLESIAN
PURCHASE OVER 40 MAIN WEAPONS	SKETCH #18: NANA SKETCH
COLLECT ALL DISC FILES	SKETCH #21: DR. PSYCHE SKETCH
FIGHT OVER 100 BATTLES	SKETCH #22: MOUSE MECHA
REACH LEVEL 30 WITH X	SKETCH #23: SUPPORT MECHA
COLLECT ALL 10 POSTERS	SKETCH #24: PROTO CRAB MECH
DEFEAT OVER 100 PREON-TYPE ENEMIES	SKETCH #39: PREON ARMY
COLLECT ALL FIELD ITEMS	SKETCH #55: MEGA MAN?
COLLECT ALL BACKGROUND MUSIC FILES	SKETCH #56: DUCKBILL MOLE
OBTAIN OVER 10,000 EXP	SKETCH #63: WATER CURTAIN
PURCHASE OVER 100 ITEMS	SKETCH #68: TREE TRUNK ROOM
COLLECT ALL FIGURE TOKENS	SKETCH #69: GLASS PASSAGEWAY
COLLECT ALL MECHANILOIDS	SKETCH #89: GIGA CITY
SAVE 50 TIMES	SKETCH #91: SAVE PROCESS
COMPLETE 25 PLAY HOURS	SKETCH #92: FORCE METALS
OBTAIN OVER 50 FORCE METAL RECIPES	SKETCH #96: FORCE METAL ORE
SPEND OVER 100,000 ZENNY	SKETCH #99: TELEPORT DEVICE
DEPLOY MECHANILOIDS OVER 50 TIMES	MUSIC #50: TRAJECTORY OF BATTLE 2
CLEAR GAME	VIDEO CLIP #56: FINAL CONFRONTATION
FIGHT OVER 100 BATTLES	YELLOW SCARF
COLLECT ALL SKETCHES	PURPLE SCARF

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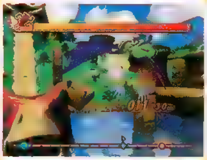
YOU'VE CREATED A MONSTER.
JUST A MILLION MORE TO GO.



Compete in off-the-wall party games

Time 00:49:38
01:30:00

Battle your friends head-to-head

Which Accessory do ... nt?
2 / 3
Return

Hundreds of crazy monster-building options

Unlock more accessories with each victory

Build and rebuild an endless amount of monsters. Battle them in [illegible] different competitions. Even download them to your Game Boy® Advance for collecting and trading with friends. It's Amazing Island and it's a million times more fun than those other games.

SEGA

EVERYONE
E
Cartoon Violence
ESRB CONTENT RATING www.esrb.org

NINTENDO GAMECUBE™

AMAZING ISLAND™

[illegible]

PAPER MARIO™ THE THOUSAND-YEAR DOOR

©2004 Nintendo.
Game developed by Intelligent Systems

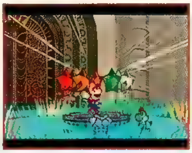
EVERYONE E CONTENT RATED BY ESRB — Mild Cartoon Violence

MARIO'S BACK WITH THE FLAT PACK!

Everyone's favorite blue-collar hero explores another dimension in action-RPG Paper Mario: The Thousand-Year Door. The GCN follow-up to 2000's N64 release expands on the signature puzzles and turn-based combat of the original. Mario and his motley pack of pals will encounter romance, intrigue and plenty of humor. We'll take you through the first two chapters.

Rogueport

Your fuzzy-faced adventurer begins his quest in the harbor town of Rogueport—where thievery and turf wars are as routine as the kidnapping of Princess Peach. This den of iniquity serves as your home away from home. Familiarize yourself with every nook and cranny—you'll be spending much time there.

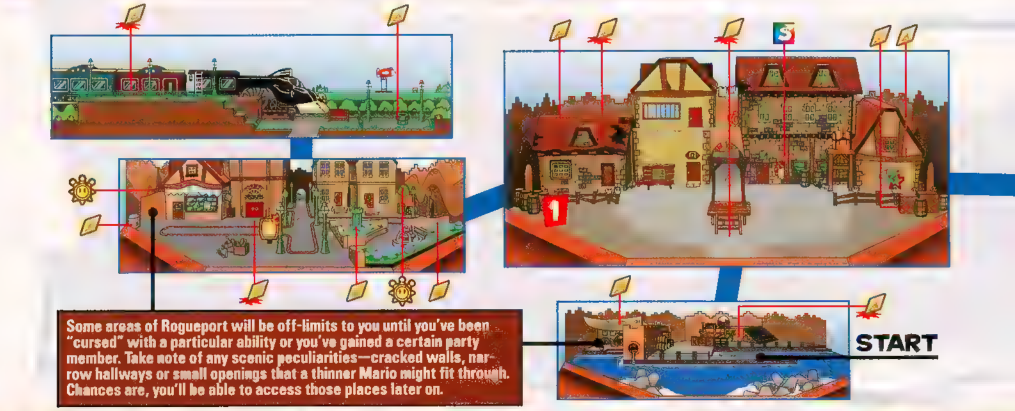


Mario enjoys a night at the disco every now and then, but he won't boogie down until he's completed his quest to save Princess Peach.

Mapped Items

Refer to the key below when scanning the maps for items. You'll want to find every Star Piece and Shine Sprite.

- **STAR PIECE** Found in the open or hidden behind objects
- **STAR PIECE** Found underground by using the Spin Jump
- **SHINE SPRITE** Used to power up your partner at Merlon's
- **SAVE BLOCK** Used to save progress.



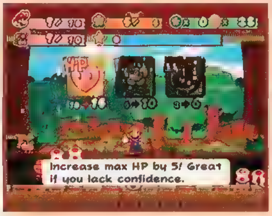
Some areas of Rogueport will be off-limits to you until you've been "cursed" with a particular ability or you've gained a certain party member. Take note of any scenic peculiarities—cracked walls, narrow hallways or small openings that a thinner Mario might fit through. Chances are, you'll be able to access those places later on.

Three Ways to Work Your Mojo

At its heart, Paper Mario is a deep RPG with multiple ways to customize your pulpy protagonist. You can greatly alter your battle techniques by allocating points toward a favored attribute. This not only tailors combat to your tastes, but also adds massive replay value. Listed below are the three major elements that will affect Mario and his party throughout their journey.

Leveling Up

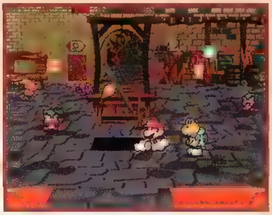
At the end of each successful fight, Mario earns Star Points (think experience points). Each time you accumulate 100 Star Points, you will have an opportunity to upgrade one major attribute.


Increase max HP by 5! Great if you lack confidence.

Think carefully about your point allocation. It's best to increase your Heart Points (HP) to 20 before bumping up your Flower Points (FP) and Badge Points (BP), though later on you'll rely on skills and techniques that require higher levels of both. Flower Points power your special moves, attacks and spells; BP determines your number of wearable badges. Heart Points represent your health.

Wish Upon a Star Piece

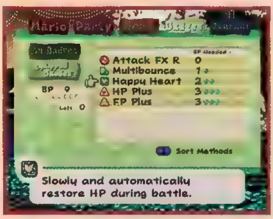
Star Pieces are a type of black-market currency in the Rogueport underworld. You can purchase hard-to-find badges with the tender from select scoundrels.



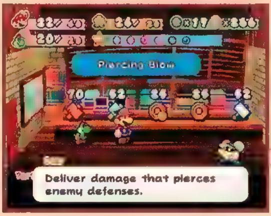
Some Star Pieces require fancy footwork to unearth. Symbols on the map denote how to acquire the items. The Spin Jump—a move you'll learn later in the game—is necessary to retrieve Star Pieces hidden below ground (see the screenshot to the left). Collect what you can when you can, and return for the others later.

Badge Basics

Badges are powerful items. Employing them effectively can increase attribute levels, enable new attacks and defensive moves and even heal your party members automatically during combat.


Slowly and automatically restore HP during battle.

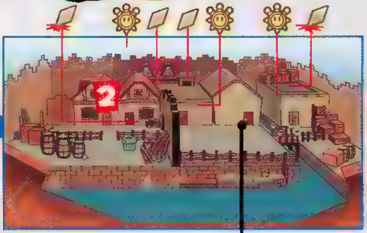
Each time you collect a new badge, read its description and note its function and FP cost. Some badges such as the Attack FX R are key to defeating bosses, whereas others give you immunity to specific attacks or defensive measures. When equipped, the Happy Heart badge will heal Mario each turn during a scuffle. The Multibounce badge is effective for flipping enemies.


Deliver damage that pierces enemy defenses.

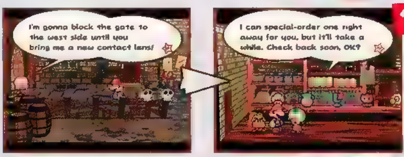
You'll amass a bounty of badges during your adventure, including some extras. Sell your overstock at the Lovely Howz of Badges above Rogueport Plaza. You can funnel the proceeds into new purchases. There is no limit to the number of badges you can carry, so sell only duplicates—you never know when a particular badge will come in handy.

Goombella

Goombella's Tattle ability is best used at the start of a fight to uncover an enemy's HP, Attack Points (ATK) and Defense Points (DFP). Knowing is half the battle, so Tattle all enemies and fill up the Tattle Log.

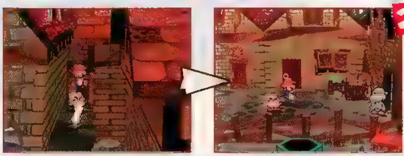


The Trouble Center, located on Rogueport's east side, is chock-full of extra missions. They are optional, but completing certain quests will unlock special items, and new party member Ms. Mowz.


I'm gonna block the gate to the west side until you bring me a new contact lens!

I can special-order one right away for you, but it'll take a while. Check back soon, OK?

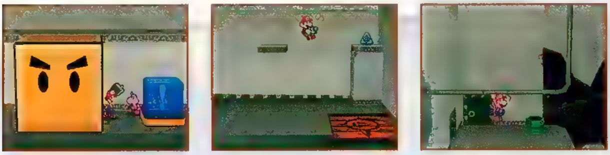
1 The west section of Rogueport is initially off-limits to travel thanks to Mario's contact-crunching shuffle which left Zess T. with cloudy sight. She's blocked the way, so to gain access you'll need to order a replacement lens for her.



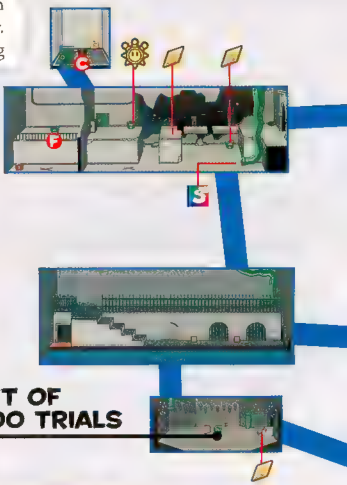
2 There is a Star Piece hidden in the alley beside Merlon's house. Leap onto the crate and walk right to retrieve it. Guardsman Gus blocks passage to the east. You can fight him if you're brave enough, or you can play it safe and just pay his toll.

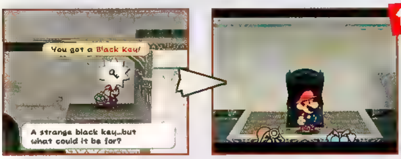
Sewers

Beneath the seedy streets of Rogueport lies a musty network of passageways. You can travel to many destinations via warp pipes found there, though most are hidden initially. You'll surmount the various obstacles in your path by exercising your abilities or by using special attacks in combination with select party members.

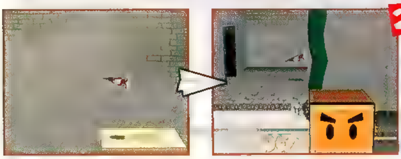


Big frowny blocks. Huge mega-switches. Sprawling chasms. They're just a sampling of the myriad barriers that block your path. Fear not—you will soon gain a host of superpowers that will make short work of any challenge. Earth-shattering stomps, thunderous hammer attacks, superhuman acrobatics and death-defying abilities await you.

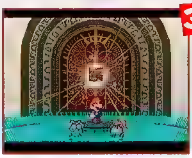




1 Mario encounters several cranky spooks during his travels, the first of which is in the sewers. Retrieve the key located below the airplane panel and free the trapped ghoul. Your reward for kindness? A curse! Mwuhahaha!



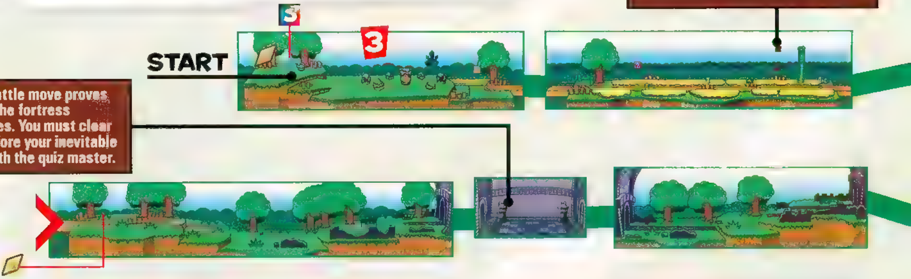
2 The paper airplane is a classroom favorite the world over, but it is also a great form of travel. Simply stand on an airplane panel and press the X Button. Tilt the Control Stick Left or Right to adjust your altitude and speed.



3 In the sewers beneath Rogueport, you'll find the game's namesake. Return to the door each time you recover a Crystal Star to gain a special move and to learn the location of the next star.

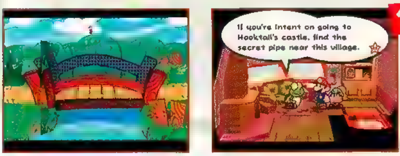
Petal Meadows

Hooktail Castle looms ominously past the swaying grasses of Petal Meadows. To reach the far-off destination, you'll need to retrieve two Stone Keys locked below the Shhwonk Fortress. Head east through the countryside, but take time to stop and smack the roses; you'll find goodies stashed in the foliage during your nature walk.

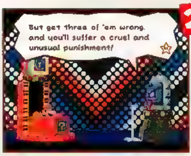


After Koops joins your party, you can snatch this badge and other items just out of reach. Press X to let the turtle fly.

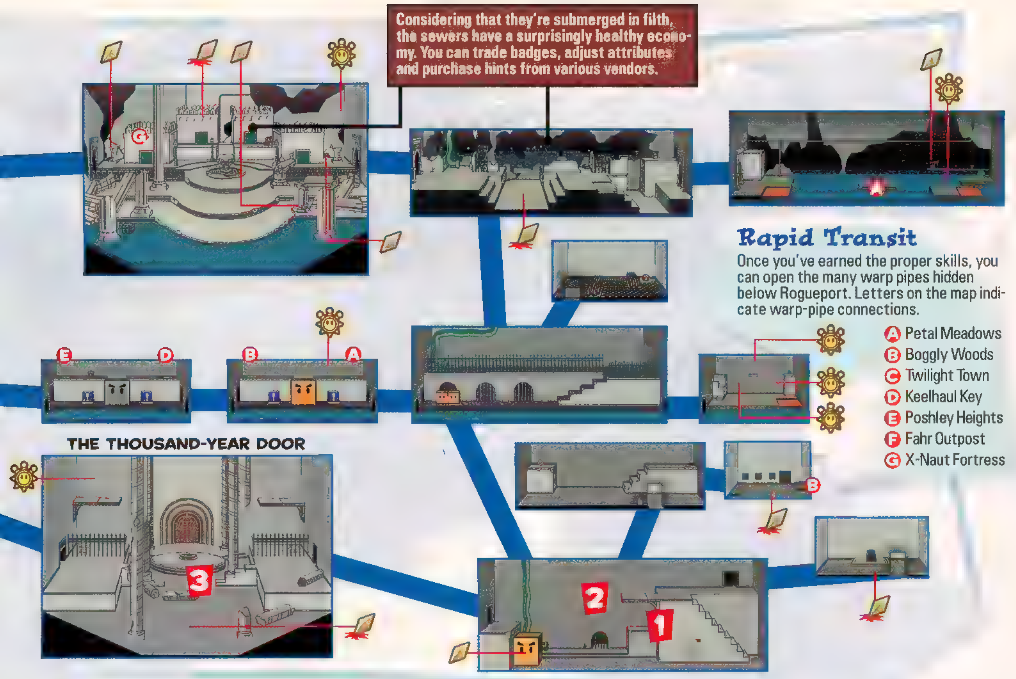
Goombella's Tattle move proves useful during the fortress guardian battles. You must clear both gates before your inevitable showdown with the quiz master.


If you're intent on going to Hooktail's castle, find the secret pipe near this village.

1 Search the bushes by the creek to uncover the warp pipe to the background. Strike the revealed switch to build the bridge to Petalburg. Mayor Kroop, in the little pink house, will give you the skinny on ol' Hooktail. Resume your trek eastward.


But get three of 'em wrong, and you'll suffer a cruel and unusual punishment!

2 Answer five questions correctly to gain access to the sewers below Shhwonk Fortress. You'll find the Stone Keys at opposite ends. Return them to the stone sculpture (point 3 on the map).

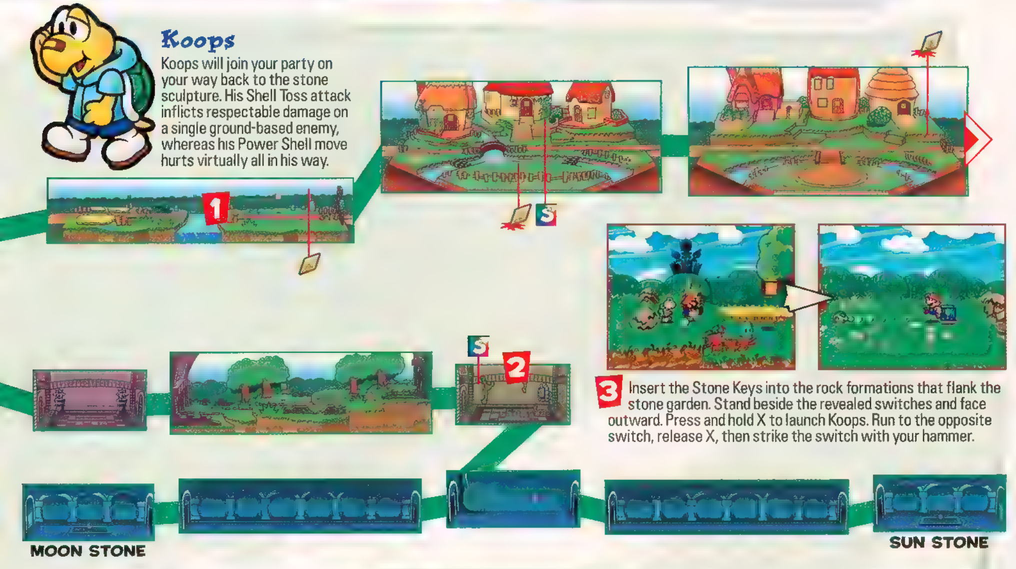


Considering that they're submerged in filth, the sewers have a surprisingly healthy economy. You can trade badges, adjust attributes and purchase hints from various vendors.

Rapid Transit

Once you've earned the proper skills, you can open the many warp pipes hidden below Rogueport. Letters on the map indicate warp-pipe connections.

A	Petal Meadows
B	Boggly Woods
C	Twilight Town
D	Keelhaul Key
E	Poshley Heights
F	Fahr Outpost
G	X-Naut Fortress



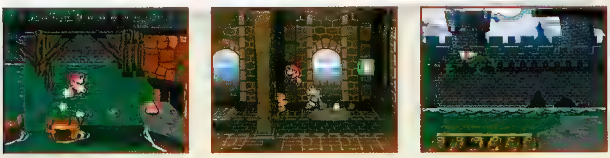
Koops

Koops will join your party on your way back to the stone sculpture. His Shell Toss attack inflicts respectable damage on a single ground-based enemy, whereas his Power Shell move hurts virtually all in his way.

3 Insert the Stone Keys into the rock formations that flank the stone garden. Stand beside the revealed switches and face outward. Press and hold X to launch Koops. Run to the opposite switch, release X, then strike the switch with your hammer.

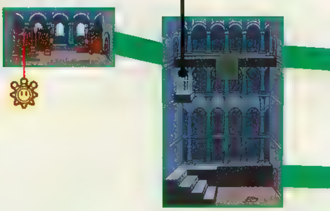
Hooktail Castle

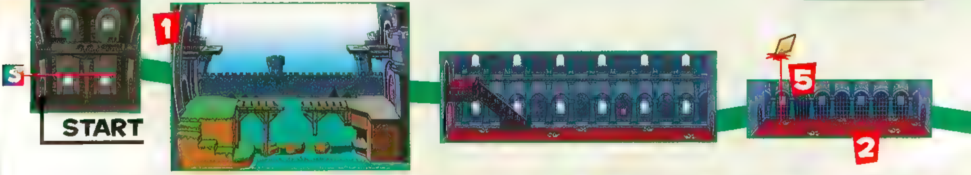
Hooktail Castle is a dump, but the rent is cheap (and with Petalburg just down the road, it's in a great location for hungry dragons). Before you square off with the big, bad blowhard, you'll need to escape some puzzling predicaments, endure yet another curse and enjoy bold advances from the notoriously sassy badge thief, Ms. Mowz.

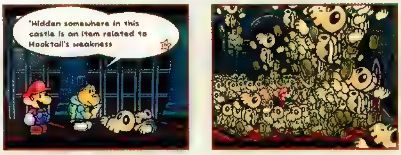


1 Take the stairs south of the moat and hop on each islet until a badge comes into view. Toss Koops to snag the prize, then backtrack to the castle entrance. Save your game. Use the trampoline to jump to the second floor, heal yourself if necessary, then head east to the airplane panel. Press Y to fold into flight mode and glide over the castle's murky waters.

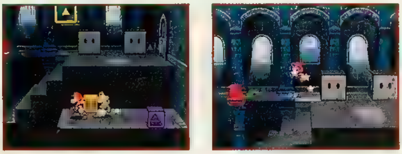
Rummage through the store room and retrieve a Castle Key, a Shine Sprite and some supplies. After your exit, drop from the ledge just outside the door and collect the Life Shroom; it will save your hide (or your partner's) in battle from sudden demise.






"Hidden somewhere in this castle is an item related to Hooktail's weakness.

2 Investigate the blue-clad skeleton before approaching Red Bones. After a rude awakening, he will summon an army of the undead to swarm your party. Strike the mob with your mighty hammer and defeat your crimson foe to pass through the room.



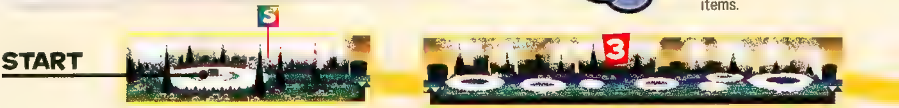
3 Throw Koops, hold him away from the purple and yellow switches, then ride the corresponding box lifts to retrieve items from the floors above. Toss Koops at the red switch to flip the staircase. Grab the key to the locked door.

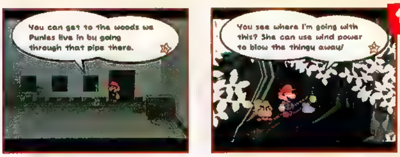
Boggly Woods

The beauty of the Boggly Woods is, well, boggling. The vegetation grows with a negative palette featuring black trees, white leaves and swirling pastel hues of grass. Don't let the scenery distract you from the abundant dangers—the X-Nauts have already landed and are hot on the trail of the Crystal Star.

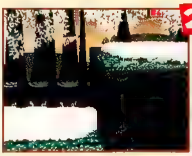
Flurrie

Madame Flurrie brings ample assets to your party. Her Body Slam attack can strike enemies high and low, and her Gale Force move can clear a wave of bad guys. Use her lung power to reveal hidden items.

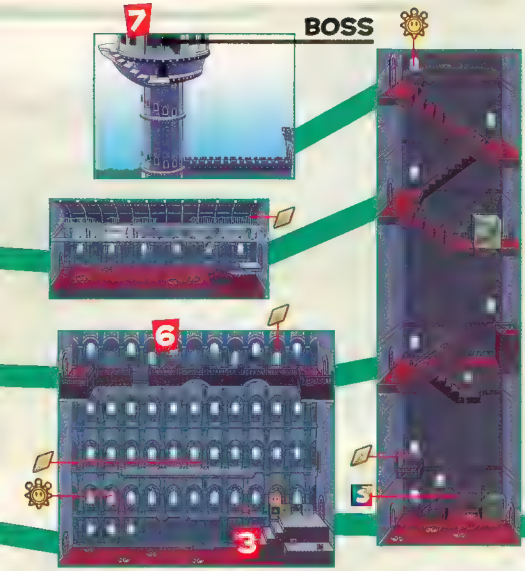


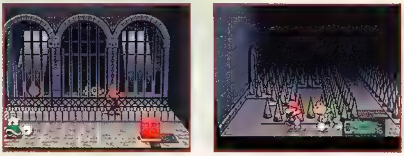

You can get to the woods we Punies live in by going through that pipe there.
You see where I'm going with this? She can use wind power to blow the thingy away!

1 Your newfound Puni friend will lead you to the Great Tree, though it will be locked when you arrive. To gain entrance, you'll need Flurrie's help. Her house is at the east end of the Boggly Woods, accessible via a warp pipe hidden behind a fence.

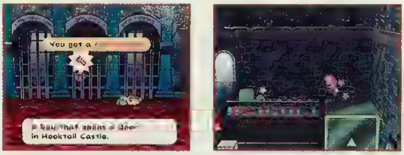


2 Enter the obscured passageway and head north to the tree-lined walkway. Travel west and smack the switch; it'll raise the airplane panel to the height needed for your flight to the east side.



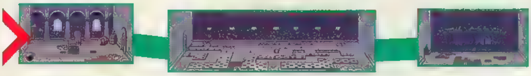


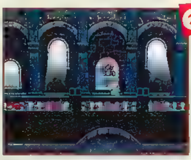
4 Toss and hold Koops to activate the red switch. When you release him, the gate on the right will open. The key room is trapped with spikes, so note the floor pattern; once you grab the key, you'll have only seconds to navigate the maze to safety.


You got a
A key that opens a door
in Hooktail Castle.

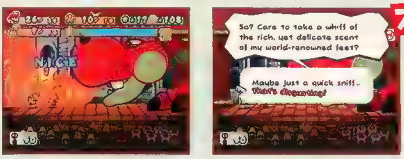
5 After you rescue the Attack FX R badge from prison, return to the room where you fought the Red Bones. Turn skinny and grab the key from behind bars. Go back east and toss Koops to ride the giant lift to the second floor and open the locked door.

Your newest curse proves useful immediately. Grab the badge from the left-most cell—you'll need to equip it to defeat Hooktail.

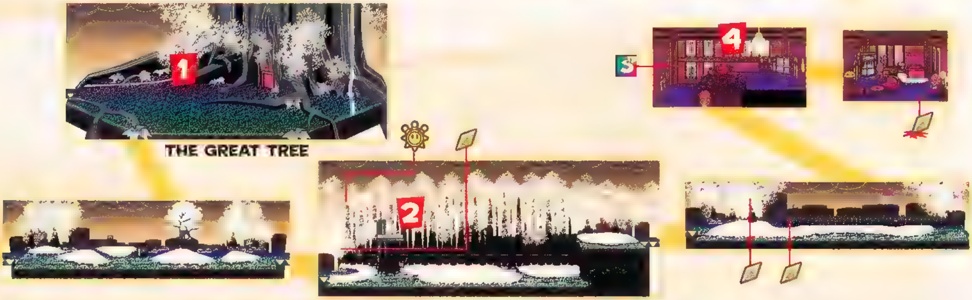




6 Jump through the window and walk the narrow ledge east to snatch the Star Piece hidden outside. Head west and enter the window on the far left. Your battle against Hooktail is just around the corner. . . .


NICE
So? Care to take a whiff of the rich, yet delicate scent of my world-renowned feet?
Maybe just a quick sniff... That's disgusting!

7 Save and heal before your fight with Hooktail, and remember to equip the Attack FX R badge. Pound the dragon into submission, but don't fall prey to her mercy act. Dish out the damage until Stinky Breath takes a dirt nap.


1
THE GREAT TREE
2
4
S

Don't worry, Madame Flurrie! I'm sure Mario can find your necklace. Word is, he's super!

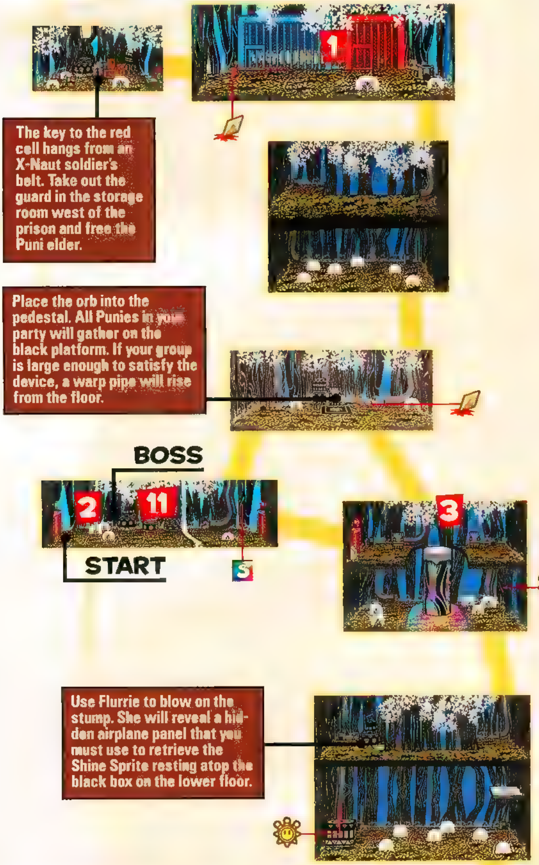
3 Madame Flurrie's lung power is required to open the Great Tree's secret entrance. She won't leave the confines of her room without her pearls, so head west and beat the three Shadow Sirens then return her precious jewelry.

So, I daresay I'll be joining you on this little adventure. I assume that's fine, Mario? ♡

4 Girls love pearls, especially when they're from a burly, whiskered hero. Give Flurrie the goods; you'll get a smoochy reward, along with her company in travel. Look out, Princess!

The Great Tree

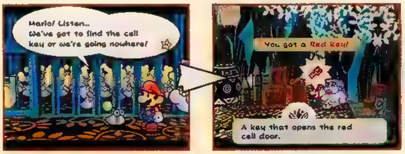
All is not well at the Great Tree interior. One hundred Punies have been locked behind bars, leaving the rest of the place infested with googly-eyed Jabbies and goose-stepping X-Nauts. The Crystal Star waits at the base of the tree, guarded by a cleverly designed system of switches, trap doors and hidden rooms.



The key to the red cell hangs from an X-Naut soldier's belt. Take out the guard in the storage room west of the prison and free the Puni elder.

Place the orb into the pedestal. All Punies in your party will gather on the black platform. If your group is large enough to satisfy the device, a warp pipe will rise from the floor.

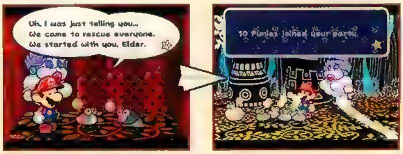
Use Flurrie to blow on the stump. She will reveal a hidden airplane panel that you must use to retrieve the Shine Sprite resting atop the black box on the lower floor.


Mario! Listen... We've got to find the cell key or we're going nowhere!

You got a Red Key!

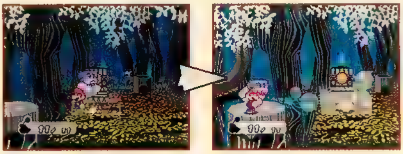
A key that opens the red cell door.

1 Though Mario can slip between iron bars, he'll need a key to free the imprisoned Punies. Lucky for you, one is nearby. Ms. Mowz has quietly dispatched the X-Naut stooge who was guarding the storeroom. Head west and take his key before he wakes.

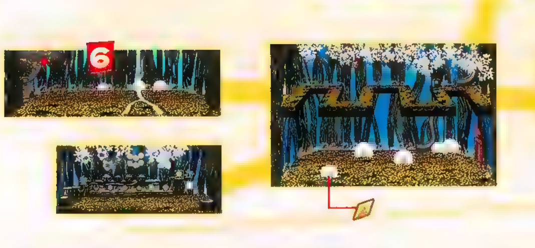

Uh, I was just telling you... We came to rescue everyone. We started with you, Elder.

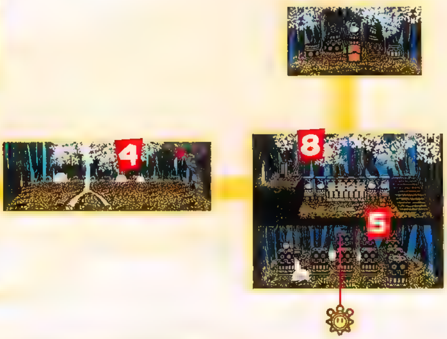
10 Punies joined your party.

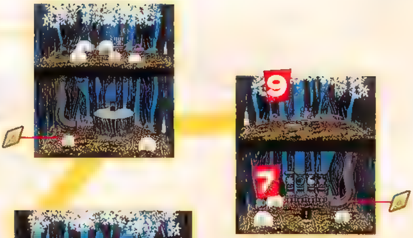
2 You've earned the trust of the Puni tribe by freeing their leader. Return to the entrance and speak with the Puni Elder. She'll give you an orb that attracts Punies like vampires to a blood bank. The orb is integral when wrangling your posse.

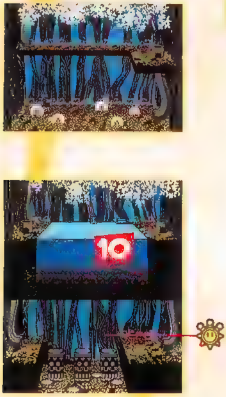


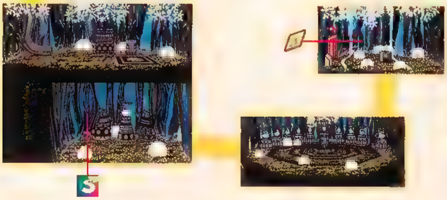
3 The wondrous bubble chamber might seem an insurmountable obstacle when you're herding the Punies across, but fear not. Gather your gaggle at a Puni Orb station, then use Flurrie's wind to blow them off the edge into the soap. Move the orb to the next pedestal. The Punies will rise in bubbles that Flurrie can guide to the other side with another dose of her powerful breath.

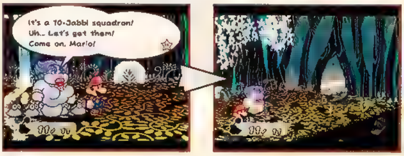




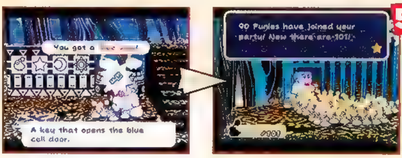




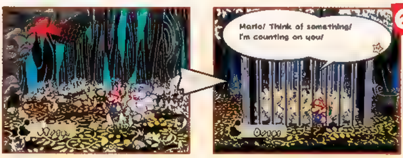



It's a 10-Jabbi squadron! Uh... Let's get them! Come on, Mario!

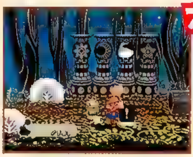
4 Your first battle at a Jabbi hive may end in defeat. Have Flurrie give the Punies some assistance. After the fight, your Puni crack squad will bust down the Jabbi fortress and open up a new area for you to explore.


You got a ... !
A key that opens the blue cell door.
90 Punies have joined your party! Now there are 101!

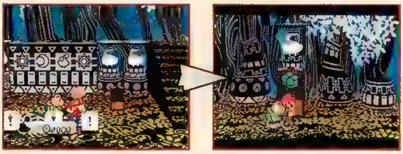
5 Grab the Blue Key and return to the prison to free the remaining captives. Your Puni squad is now 101 members strong, but remember: Punies fear dangling Piders. Make the first strike with Koops from a distance to keep your posse together.



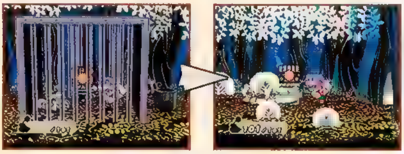
6 The second Jabbi battle is much like the first—if you don't succeed, try again. Use Flurrie's breath to even the odds. When the hive falls, proceed through the door and explore the area where an unavoidable trap lies.



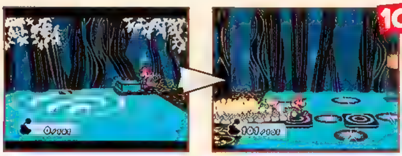
7 Trip the switch; it activates four buttons in the room where you found the Blue Key. Note the order of the symbols that adorn the columns. You'll need to remember it when you return to the Blue Key room.



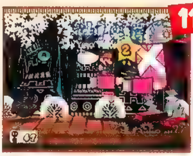
8 Trigger the switches that spin the locks above you. Place the symbols in the following order to open the secret room: sun, moon, Puni, star. Inside, Toadette will give you a pair of Super Boots that enable you to Spin-Jump and crash through floors.



9 Return to the trapped Punies and Spin-Jump through the wooden panel in the floor. Have Flurrie blow your team into the hole to freedom. Take the orb, then move west of the 100-Jabbi battle site and repeat. Jump down the warp pipe.



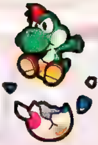
10 Drain the pool using Koops's toss-'n'-hold strategy—the water will drain into the room below, allowing passage for your small army. Don't forget to grab the Shine Sprite. Each party member will need three to level up.



11 Magnus von Grapple is a hardy foe, but beatable with the proper strategy. Pound his frame until he launches a fist attack. Use Mario's Multibounce badge to clear the air, then send in your parter to continue the assault. Eat boot, robot!

Glitzville

Tape your hands and pack your gloves—it's time to fight. Glitzville, the floating city of gaucheness and gaudiness, is the next stop on your Crystal Star search. Before the coveted sparkly gem glitters in your hands, you've got to lay the hammer down on a slew of meaty opponents in the Glitz Pit.



Yoshi

Yoshi will hatch after you flee the Iron Cleft fight. During your rematch, use his Gulp attack to smash the metalheads together, but don't forget to try his Ground Pound assault on less-pointy foes.

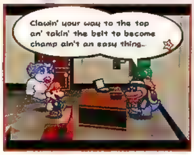
Minor League

It looks like the Crystal Star is mounted squarely on the champ's title belt. Barring illegal activities, you'll have to earn it fair and square. Win 10 bouts (rest between matches) and work your way to the majors.

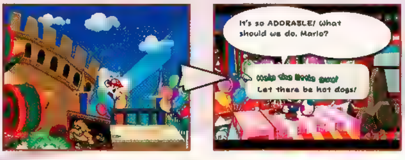
	HP	ATK	DEF
BANDIT	5	2	0
BIG BANDIT	8	3	0
BOB-OMB	4	2	1
DARK PUFF	3	2	0
DULL BONES	1	2	1

	HP	ATK	DEF
GOOMBA	2	1	0
HYPER BALD CLEFT	3	2	2
IRON CLEFT	6	4	?
KP KOOPA	4	2	1
KP PARATROOPA	4	2	1

	HP	ATK	DEF
LAKITU	4	2	0
PIDER	5	2	0
PIRANHA PLANT	4	2	0
POKEY	4	3	0
SPINY	3	3	3


Clawin' your way to the top an' takin' the belt to become champ ain't an easy thing...

Head to Grubba's office after you watch a fight. Once you enroll in the minor leagues, it's hammer time. Climb the ladder by besting your opponents, and take care to meet all the requirements laid out before each match. Give 'em heck, Gonzales.


It's so ADORABLE! What should we do, Mario?
Make the little guy!
Let there be hot dogs!

Fight your way to rank 15, then head outside for a break. Drop by the hot-dog stand for some fast food. You'll end up chasing a bouncing egg; hit it with your hammer, then Spin-Jump on the blue switch to reach the airplane panel above the juicery.

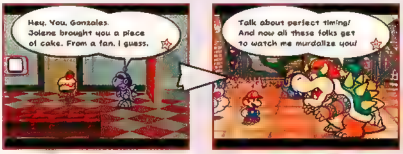
Major League

Use Yoshi's Gulp attack to pummel the Iron Clefts during the major-league match. From there, your bouts will get progressively harder leading up to the title fight. Stock up on supplies.

	HP	ATK	DEF
BOOMERANG BRO	7	2	1
BOWSER	30	3	1
BRISTLE	2	1	4
DARK CRAW	20	6	0
DARK KOOPATROL	25	5	2
FIRE BRO	7	3	1

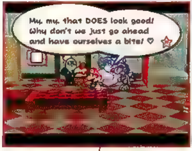
	HP	ATK	DEF
FLOWER FUZZY	6	3	0
FOREST FUZZY	5	3	0
FUZZY	3	1	0
GREEN MAGIKOOPA	7	4	0
HAMMER BRO	7	4	1
RAWK HAWK	40	4	0

	HP	ATK	DEF
RED CHOMP	6	5	3
RED MAGIKOOPA	7	4	0
R.S. BUZZY	5	3	4
SHADY KOOPA	8	3	1
SHADY PARATROOPA	8	3	1
WHITE MAGIKOOPA	7	4	0

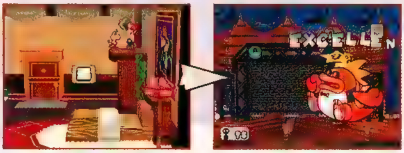

Hey. You. Gonzales. Jolene brought you a piece of cake. From a fan, I guess.
Talk about perfect timing! And now all these folks get to watch me murdalize you!

Once you reach the sixth rank, Jolene will drop off a gift—a slice of cake from an avid fan. Consume it to be fully healed in time for your next match your impromptu battle with His Royal Grumpiness, the big, bad Bowser.

When you're ranked fourth you'll receive an e-mail on your Mailbox SP from the mysterious informant X. Walk over to the phone booth near the shop and grab the Supply Room key, then take a moment to call your mother. She misses you!


My, my, that DOES look good! Why don't we just go ahead and have ourselves a bite! ♡

Another cake will make its way to your dressing room before your next match. Don't eat it this time—it'll make your partner sick and you'll be forced to fight alone.



Beat Rawk Hawk and claim the title belt, then ride Yoshi over the doorway and climb through the vent in the champ's dressing room. After you discover Grubba's dirty secret, head to the arena for a final boss battle versus the greasy promoter.

WILL MARIO FOLD???

You've made it one-third of the way through the game, but there's still much to be done. The evil onslaught of creeps and critters has been tough thus far, but you ain't seen nothin' yet! Saddle up your papery posse and march on, Crystal Star soldier—Princess Peach and the Thousand-Year Door are waiting.

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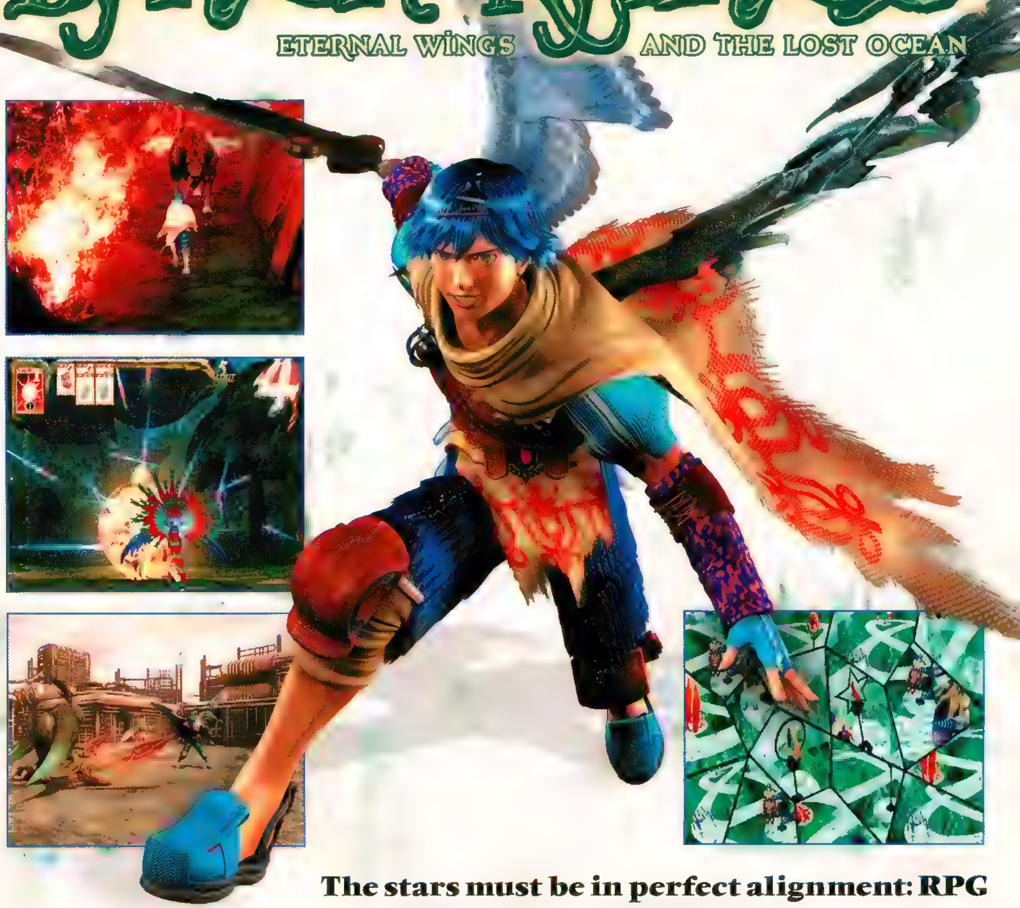
BATEN KAITOS

ETERNAL WINGS AND THE LOST OCEAN



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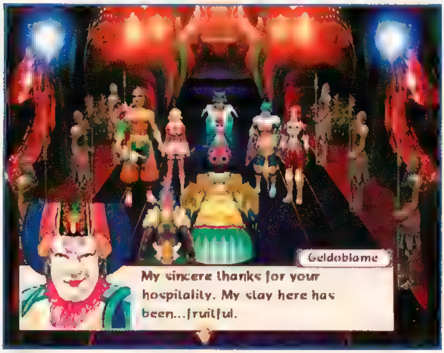
The stars must be in perfect alignment: RPG fans are about to be seriously challenged.

Chrono Cross, Valkyrie Profile and the Xenosaga series are all among the rare breed of console RPGs to resist the mainstreaming of the genre in recent years. They fearlessly raise the bar for mature storytelling, artistic freedom and mold-breaking battle systems. And the titles have another thing in common, as revealed in this month's Power On interview: key creative staff who've come together for Namco's utterly original Baten Kaitos, an epic slated exclusively for the Nintendo GameCube. GCN owners, who flocked to the publisher's Tales of Symphonia, have proved that they're hungry for RPGs that are a cut above the rest. And from the first 40 hours that we've played into Baten Kaitos—in which we've found luminous graphics apparently dunked in 24-karat gold and plot twists that'd give Shakespeare whiplash—we can confirm that the game is one of the most ambitious that we've ever experienced. Since Baten Kaitos packs in so many big ideas, we'll feature its battle system—so seductively simple *at first*—next month. In this issue, we're focused on exposing the game's sophisticated style and story.

Rise of the Antihero

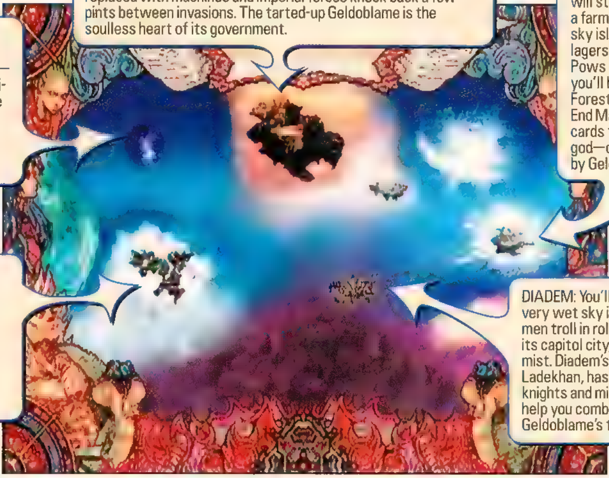
Unlike many RPGs, Baten Kaitos ditches gung-ho heroism for a tale filled with realistic motivations—surprising for a game set among five floating sky islands, each more fantastic than the next. Its main character, Kalas, might look like a paragon of virtue—fluttering on one angelic wing and one prosthetic—but he's shockingly down to earth. After he helps a save-the-world type, the spellcaster Xelha, topple an ancient dragon, she thanks him for the assistance with her quest. And with *quest-schmest* attitude, he blows her off by saying that he only wanted to scavenge dragon parts. Kalas ultimately goes along for the ride, at least to the extent that it serves his needs. He's the first of several headstrong characters with their own (possibly sinister) motivations to join up. You'll even find *yourself* cast in a role: in addition to controlling Kalas in the overworld (and all characters in battle), you'll also literally act as Kalas's guardian spirit. Kalas will often turn directly to the screen and ask your opinion; he'll even put you smack-dab in the middle of a genre-shaking plot twist that we wouldn't dare spoil.



Geldoblame

My sincere thanks for your hospitality. My stay here has been...fruitful.

In a story told through countless characters—six playables, scores of citizens and a handful of island rulers—Baten Kaitos employs hours of voice-over and reams of text to drive a complex plot that blends monster-slashing fantasy with empire-building politics. Xelha's quest dogs the ruler of the sky island Alfard, the oily Emperor Geldoblame. Whereas the other islands live in harmony with nature and with each other's diverse peoples, the Alfard people throw around the weight of their mechanized, gold-plated empire. The backstabbing Geldoblame has enacted a plan to uncover five magical relics that can revive the dead god Malpercio—a cursed being so powerful that its body was torn into five pieces, each sealed in an End Magnus card—to absorb its power for the empire. As you island-hop to trip up Geldoblame's schemes, you'll find your party—and yourself, as the spirit traveling with *Xelha's* party—caught in a web of world politics. That is, when you're not battling legions of creatures driven to attack by the Alfard empire's upset of nature's balance.



ALFARD: You'll eventually wash up on an island unlike the others. Alfard's cities gleam with gold plate, any trace of nature has been replaced with machines and imperial forces knock back a few pints between invasions. The tarted-up Geldoblame is the soulless heart of its government.

MIRA: A trippy island caught between this reality and another dimension is the place where Kalas—with his one real wing and one artificial flapper—grew up. The populace thinks highly of its fair-minded aristocracy, which includes the doe-eyed Lady Melodia and her regal grandfather, Duke Calbren.

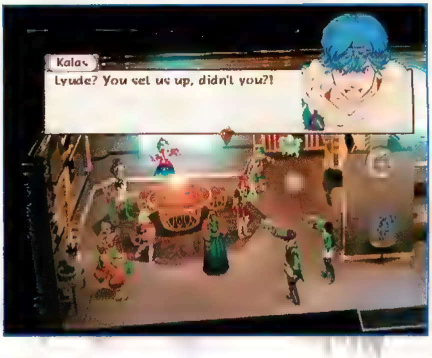
SADAL SUUD: Your journey will start in Celebrai Village, a farming hamlet on a quiet sky island. While the villagers are busy tending their Pows (half-pigs, half-sows), you'll brave Moonguile Forest and capture the first End Magnus—one of the cards that bind the dead god—only to have it stolen by Geldoblame's forces.

ANUENUE: The Rainbow Nation, encircled by a roy-gee-biv halo, is home to tree-huggers whose lives revolve around the island's gigantic Celestial Tree. Ruled by the fairy queen Corellia, the sky isle is also the Switzerland of Kalas's world, holding a time-honored neutral position in world politics.

DIADEM: You'll flee Sadal Suud for a very wet sky island where fishermen troll in rolling rivers and Shellak, its capitol city, is veiled in cascading mist. Diadem's ruler, the noble King Ladekhan, has a sizable force of knights and might be persuaded to help you combat Emperor Geldoblame's terrible plans.

When Friends Attack

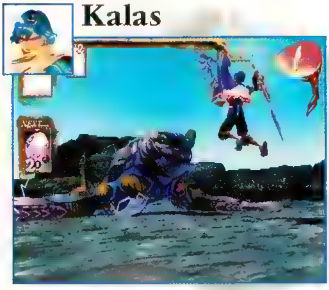
Xelha's only fellow party member at first is the reluctant Kalas, who threatens to abandon her crazy quest at every turn. The group later expands to include four more playable characters. Though the gung-ho quotient rises when fisherman Gibari joins up, the other recruits aren't as forthcoming about their goals, and that's part of the key to how Baten Kaitos keeps its plot well off the beaten path. You'll question where fancy-boy Lyude, a fallen diplomat from Alfard, places his true allegiance. You'll wonder what you've gotten yourself into every time you hear huntress Sayvna cry, "I'd like to introduce you to Lady Death" during battle. And you won't know what to make of Mizuti, an otherworldly sorcerer with an eerie voice that sounds like he's from a land of helium-breathers. As the disembodied seventh member of the party, you'll wonder if even Xelha or Kalas can be trusted. In battle, however, the whole crew is 100% behind the immediate cause, and each member's unique powers are in your hands.



Kalas

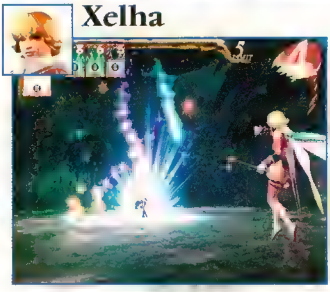
Lyude? You set us up, didn't you?!

Kalas



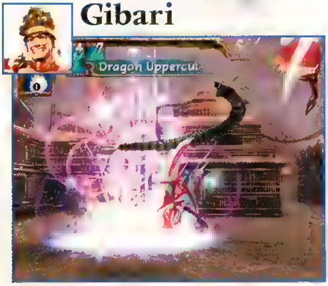
Each character can deliver myriad attacks, plus learn nine finishing moves. The other characters specialize in a single tell-tale element early on, but self-serving swordbearer Kalas has the darkness-based Shadow Wings move mixed in with wind-fueled Blue Storm and Energy Wave attacks.

Xelha



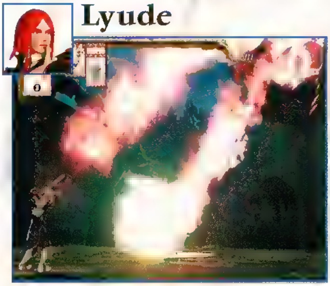
Pure-hearted spellcaster Xelha stays her distance from enemies. Like all characters, she'll be able to tap into every element to deliver her general attacks, but she learns finishing moves of a certain bent to begin with. Her spectacular Dance of Life, Sparkle of Life and Soul Flash shine with the light elemental force.

Gibari



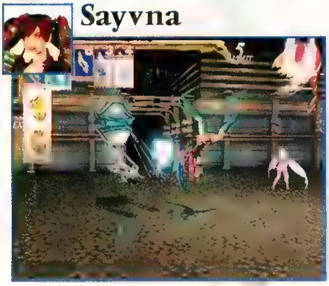
The burly Gibari wields his boat paddle like a martial-arts master, charges into the heat of battle and even pulls off a devastating headbutt now and then. The Diadem fisherman's early finishing moves, the equally dazzling Dragon Uppercut and Crystal Shot, are drenched with the water element.

Lyude



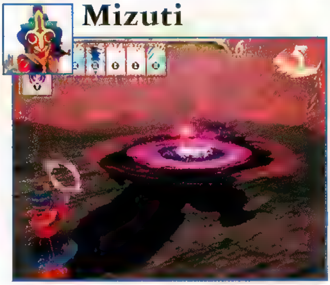
When you see Lyude in his gussied-up imperial outfit, you might wonder how practical the diplomat will be in battles; you'll wonder even more when you witness the brass musical instrument that he lugs around. But you'll be glad Lyude's playing on your team when you see finishing moves like the light-based Overture and Concerto.

Sayvna



With her vivid tail-feathers and acrobatic attacks, Sayvna is the cock of the walk in any fight. The mysterious huntress uses brass knuckles and even-more-brutal handgear to mess up enemies, and her first finishing moves, Burning Arrow and Erupting Flail, reveal a penchant for fire-based attacks.

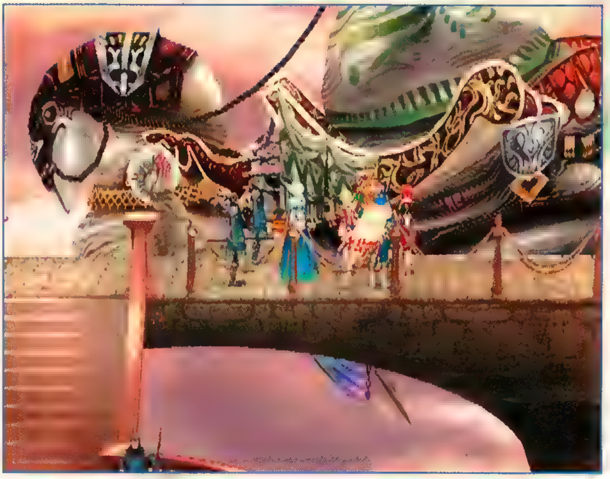
Mizuti



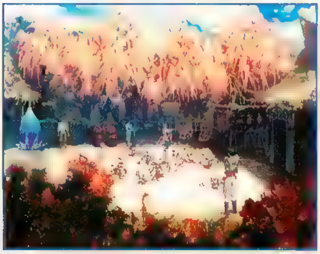
The Great Mizuti, as the alien sorcerer calls himself, uses his circular chakram to summon outrageous finishing moves. Though his early finishers are neutral, with no element providing hints about his background, in time he will learn Shadow Gate, which throws his shadow on enemies to swallow them up. Who is this guy?

Magnus Opus

Namco could have given its newest masterwork a clearer title, like Star in a Constellation Named for a Whale, but we're glad the publisher adopted the synonymous Baten Kaitos as a title. It preps the player to visit the game's smartly crafted culture. In a world of sky islands, which in legend were once surrounded by an ocean teeming with whales, all people possess wings and rely on flying creatures to carry them from one to the next. Baten Kaitos props its wildly imagined skyscape on one other fantastic notion: people use Magnus Cards to capture the essences of objects. Regular folks use the magical cards to transport Pow milk, for instance. And in another twist, since essences change over time, a "milk card" can become a "cheese card," and if used in battle, the "cheese card" may change into a "fondue card" in certain (fiery) conditions. The global culture is impressive, but where Baten Kaitos literally shines is in the gorgeous detail that its developers have lavished on each of its unique island cultures.

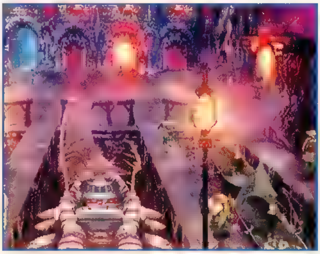


Sadal Suud



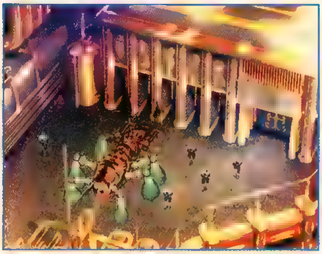
Baten Kaitos relies on hand-drawn prerenders that have a life of their own: as dry sheaves rustle in the background, flowers in the foreground glow in the sunlight.

Diadem



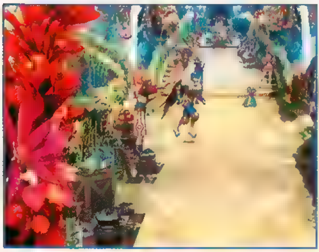
The island Diadem always seems awash in mists and moisture. Boats bob in the harbor, and lamps radiate a warm maritime glow that keeps rose-tinted fog at bay.

Alfard Empire



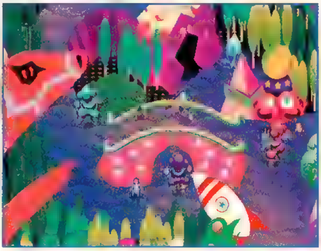
You're not supposed to admire the overly aggressive Alfard Empire, but it's hard not to marvel at the developer's Midas-touch vision for the superpower. Every facet of the architecture shines.

Anuenue



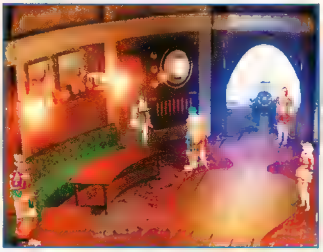
We've rarely seen a game that plays with perspective so artfully; as you charge around Anuenue's main city, wind-blown garlands will sometimes brush the screen.

Mira



For the island Mira, the designers go off the deep end to deliver surreal eye candy that hits somewhere between charming and creepy—but definitely brilliant.

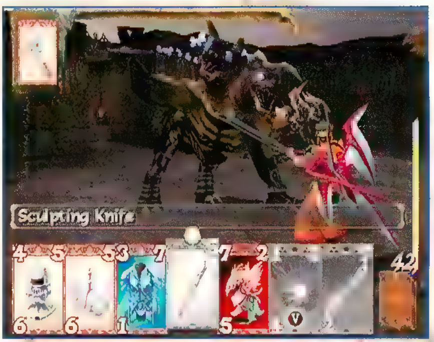
Surprising Skies

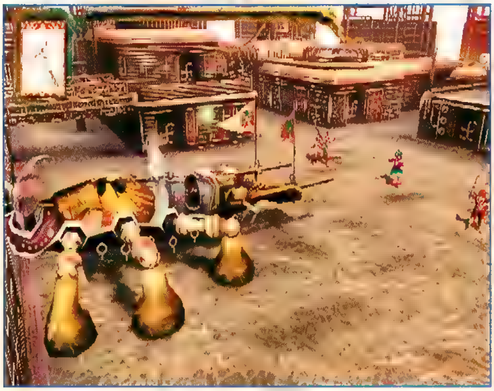


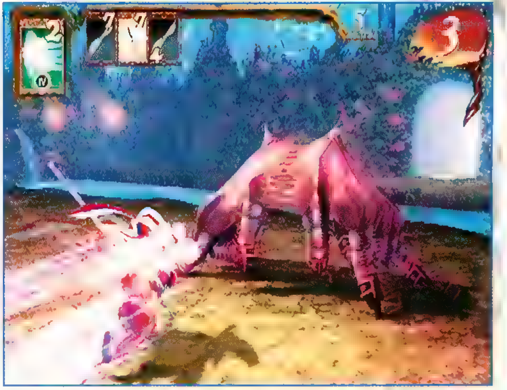
Baten Kaitos will send you to more places than just its five major islands. You'll spend time flying the often-unfriendly skies, which hold their own mysteries.

Beauty in the Beast

Monster design is critical for any game that hopes to become a true star in the RPG heavens. Without a diverse monster menagerie, battles can go stale just a few hours into an epic. But Baten Kaitos's pedigreed RPG team has unleashed a horde of creatures so beautifully designed that you may find yourself distracted when you need to be paying close attention to battle strategy. The two-headed Sbarb lunge toward the screen, muscles pulsing and jaws snapping; the empire's mechanical Battle Beetles gleam while they menace you with their energy-spewing turrets; and the icky Devilish Hands—seemingly a perverse homage to surreal artist M.C. Escher's one-hand-sketching-the-other drawing—scuttle along a topsy-turvy dungeon with reptilian style. In addition to the dozens of creatures you'll battle frequently, you'll also face some of the most memorable bosses on the Nintendo GameCube, such as the bizarre Phantasm that concludes this article—a magnificent specimen of evil.

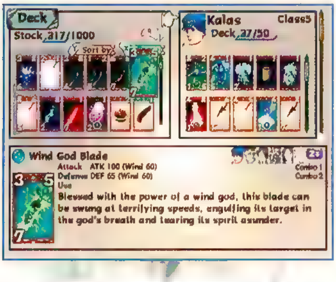






Arcane & Addictive

Baten Kaitos gets in the next word on fantasy November 16. Next month, we'll reveal the depths of the game's battle system to help you steel your mind for combat—you'll find the card-fueled fights among the most thrilling challenges of your RPG life.



Deck

Stock 317/1000

Sort by

Kalas Class5

Deck 37/50

Wind God Blade

Attack ATK 100 (Wind 60)

Defense DEF 65 (Wind 60)

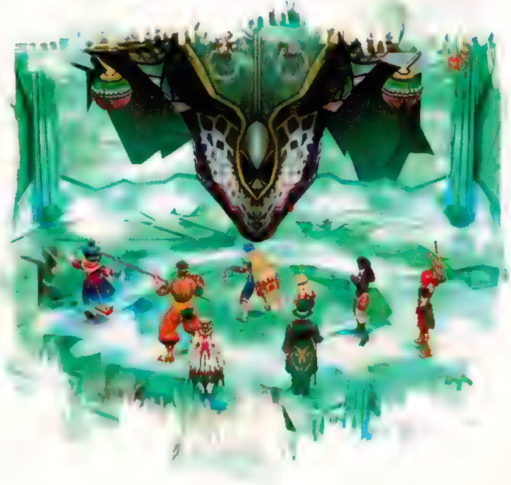
Use

Combo 1

Combo 2

Blessed with the power of a wind god, this blade can be swung at terrifying speeds, engulfing its target in the god's breath and tearing its spirit asunder.

Though Baten Kaitos does feature over 1,000 cards packed with mystery, we say "Yu-Gi-No!" to gamers who mistake its battle system for those in card-slingin' strategy titles. Baten Kaitos features blindingly fast action that would leave even a Vegas card shark high and dry—it's as addictive as it gets.



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F-ZERO® GP LEGEND

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Our GP Legend strategy continues this month with an in-depth look at the four villains' stories and the additional race modes. But first, we'll reveal how to unlock all of the Grand Prix-mode content!

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

EXTREME RACING

RACE MODES AND UNLOCKABLES

GRAND PRIX

MACHINE SELECT
STANDARD/GOLD
WILD GOOSE
WEIGHT 1620kg
BODY
BOOST
GRIP
A
B
C
PICO

RANK 3/30
0'07"96
LAST

Grand Prix mode allows you to race against 29 other computer-operated competitors to earn the top rank. You can choose from four racing cups and three difficulty settings. The list to the right shows all the machines available in Grand Prix mode, their pilots and how to unlock them.

ZERO TEST

ZERO TEST
CLASS C / TEST 01
NEW RECORD !!

Zero Test challenges your racing skills through tasks that focus on a specific course, racing technique and/or machine. There are four difficulty levels, each with 12 tasks. For instance, one of the C-class Zero Tests requires you to clear a tight turn in a machine that has a D-level Grip rating. You must complete all of a class's tests to proceed to the next class.

TIME ATTACK

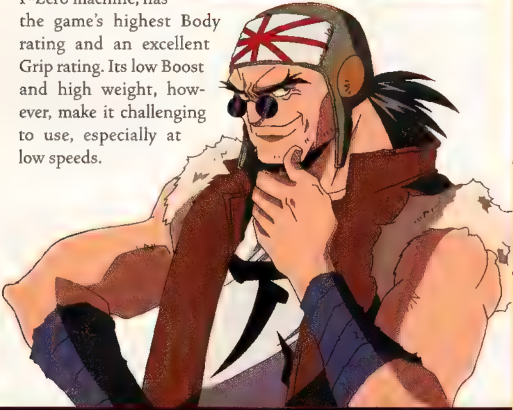
1'24"22
0'30"01
LAST
1112km/h

Try to beat your highest track and individual lap times in Time Attack. You'll have access to all the tracks and machines that you've earned in Grand Prix mode. Time Attack features five cups of increasing difficulty: Bronze, Silver, Gold, Platinum and Championship.

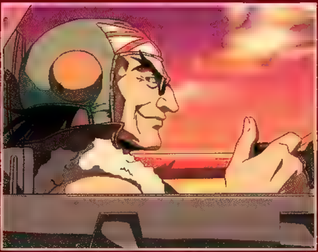
MACHINE	PILOT	REQUIREMENT
DRAGON BIRD	RICK WHEELER	–
BLUE FALCON	CAPTAIN FALCON	–
GOLDEN FOX	DR. STEWART	–
WILD GOOSE	PICO	–
FIRE STINGRAY	SAMURAI GOROH	–
ELEGANCE LIBERTY	LUCY LIBERTY	COMPLETE RICK'S STORY
ASTRO ROBIN	JACK LEVIN	COMPLETE JACK'S STORY
WHITE CAT	JODY SUMMER	COMPLETE JODY'S STORY
DEATH ANCHOR	ZODA	COMPLETE ZODA'S STORY
PANZER EMERALD	LISA BRILLIANT	COMPLETE LISA'S STORY
BLACK BULL	BLACK SHADOW	COMPLETE BLACK SHADOW'S STORY
WONDER WASP	JOHN TANAKA	COMPLETE ENTIRE STORY MODE
GREAT STAR	MR. EAD	SCORE 255 BILLION IN RICK'S STORY
TWIN NORITTA	GOMAR & SHIOH	SCORE 255 BILLION IN FALCON'S STORY
HYPER SPEEDER	BEASTMAN	SCORE 255 BILLION IN ZODA'S STORY
QUEEN METEOR	MRS. ARROW	SCORE 255 BILLION IN GOROH'S STORY
LITTLE WYVERN	JAMES McCLOUD	SCORE 255 BILLION IN LISA'S STORY
KING METEOR	SUPER ARROW	SCORE 255 BILLION IN BLACK SHADOW'S STORY
SPACE ANGLER	LEON	WIN NOVICE BRONZE CUP
BIG FANG	BIO REX	WIN NOVICE SILVER CUP
DEEP CLAW	OCTOMAN	WIN NOVICE GOLD CUP
MIGHTY HURRICANE	ROGER BUSTER	WIN NOVICE PLATINUM CUP
IRON TIGER	BABA	WIN STANDARD BRONZE CUP
WILD BOAR	MICHAEL CHAIN	WIN STANDARD SILVER CUP
GREEN PANTHER	ANTONIO GUSTER	WIN STANDARD GOLD CUP
CRAZY BEAR	DR. CLASH	WIN STANDARD PLATINUM CUP
MIGHTY TYPHOON	DRAQ	WIN EXPERT BRONZE CUP
SUPER PIRANHA	KATE ALEN	WIN EXPERT SILVER CUP
RED GAZELLE	MIGHTY GAZELLE	WIN EXPERT GOLD CUP
BLOOD HAWK	BLOOD FALCON	WIN EXPERT PLATINUM CUP
MOON SHADOW	MISAKI HARUKA	COMPLETE CLASS C IN ZERO TEST
NIGHT THUNDER	SILVER NEELSON	COMPLETE CLASS B IN ZERO TEST
SONIC PHANTOM	THE SKULL	COMPLETE CLASS A IN ZERO TEST
MAD WOLF	BILLY	COMPLETE ALL ZERO TESTS

SAMURAI GOROH

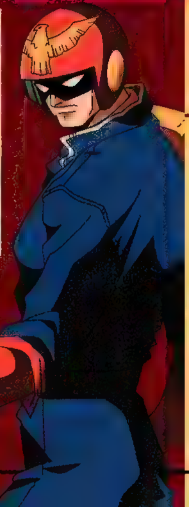
Samurai Goroh is a famous intergalactic bandit. His base of operations is rumored to be in Red Canyon, but he and his cohorts are always cruising the galaxy in search of their next big heist. Goroh is married to the beautiful Lisa Brilliant—also a talented F-Zero pilot. The samurai is seeking revenge on the racer who poisoned him during a recent Grand Prix race. The Fire Stingray, Goroh's F-Zero machine, has the game's highest Body rating and an excellent Grip rating. Its low Boost and high weight, however, make it challenging to use, especially at low speeds.



CAPTAIN FALCON



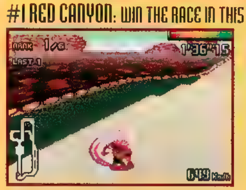
Samurai Goroh and Captain Falcon exist on opposite sides of the law—one strives to maintain peace and bring criminals to justice, while the other is out to swindle and rob. Goroh and Falcon cross paths and settle their differences (temporarily) like grown men—with an F-Zero race!



FIRE STINGRAY

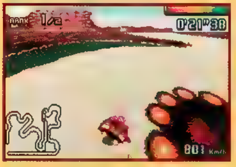
SAMURAI GOROH'S STORY

#1 RED CANYON: WIN THE RACE IN THIS TOUGH-TO-HANDLE MACHINE.



When the track branches after the starting line, take the left path—it has a jump, but it's much shorter than the right path. Approach the track's last corner carefully; steer wide then use your brakes, lean hard to the right and perform a side attack. Use your boost to regain speed after you clear the turn.

#2 RED CANYON: BEAT LISA!

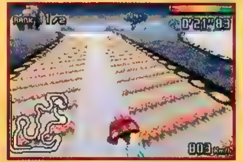


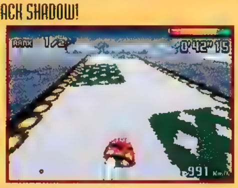
You have one lap to beat Lisa to the finish line. Tap your brakes, lean and perform side attacks to make it around the winding corners—the S-turn in the track's upper-right section is especially tricky. Complete this chapter to unlock Lisa Brilliant's story.

#3 RED CANYON: BEAT CAPTAIN FALCON IN THE RACE!

Your vehicle has no boost for this race, so hitting the track's two Boost Plates is crucial to winning. Both of the plates are located after sharp turns—steer wide to reach them. Avoid the slow areas and use braking, leaning and side attacks to clear the track's sharp corners and hairpin turn.

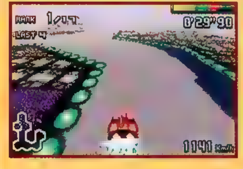
#4 SAND OCEAN: GET AWAY FROM BLACK SHADOW!

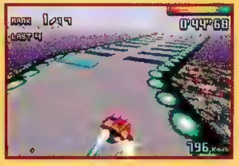




You have only one lap to outrun Black Shadow, so every move counts! The track is riddled with tight curves and terrain obstacles—weave through the harmful terrain to avoid losing speed. A victory will give you access to Black Shadow's story.

#5 SILENCE: BEAT ANTONIO GUSTER!



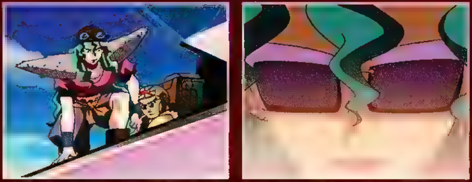


Use your boost and steer to the right when the track branches—hitting the Boost Plate on the left path will make it much more difficult to clear the upcoming turns. If you steer over the second Boost Plate, be prepared to brake and lean to make it around the turn directly after it. Boost through the rough patches and avoid the track's two Jump Plates—they're far more trouble than they're worth.

LISA BRILLIANT

Lisa Brilliant is an extremely skilled F-Zero pilot, but also a bandit and Samurai Goroh's wife. She uses quick wit, cunning charm and devious ways to get what she wants—she's even more sinister than her husband. Lisa has mysteriously lost her memory and is searching for a way to restore it. Her Panzer Emerald has the same ratings as Samurai Goroh's vehicle, but it weighs slightly less. Overall, it's a challenging machine to use and requires superior control and mastery of driving techniques.

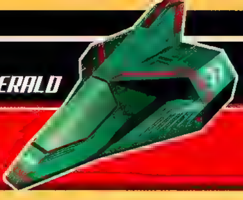
SAMURAI GOROH



Lisa Brilliant and Samurai Goroh have a tumultuous marriage, but when they're not fighting, they're a criminal force to be reckoned with.

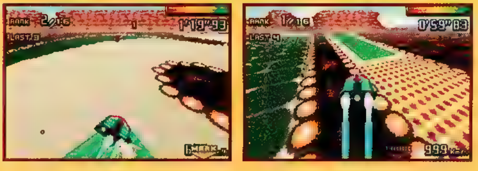
Samurai Goroh confronts Lisa and accuses her (among several others throughout his story) of being the one who tried to poison him. Suffering from memory loss, Lisa quickly tires of his accusations and his claim that he's her husband, and challenges him to a race. The couple's volatile exchanges suggest that even Goroh himself would think twice before crossing Lisa.

PANZER EMERALD



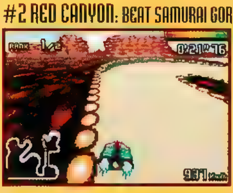
LISA BRILLIANT'S STORY

#1 RED CANYON: WIN THE RACE!



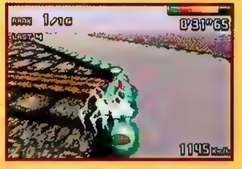
A tricky S-curve lies immediately after the first pit area. Brake, lean and perform side attacks to maneuver through it. When you reach the track's second jump, veer right to the pit area—if you continue straight on the left path, the slow areas will reduce your speed significantly.

#2 RED CANYON: BEAT SAMURAI GOROH!



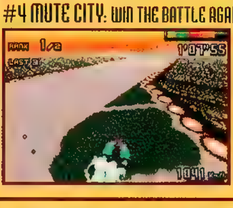
You must beat Samurai Goroh to the finish line in one lap. Steer around the course's slow areas to maintain your speed. Brake and lean to navigate the track's many sharp turns. Use your boost carefully, especially along the straightaway halfway through the track—it turns into a tight S-curve.

#3 SILENCE: BEAT ANTONIO GUSTER!



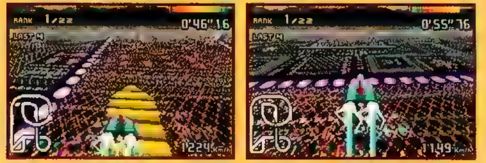
In Lisa's third chapter, she races Antonio Guster on the same track that her husband did in his fifth chapter—use the same strategies as before: steer for the right path when the course branches, boost through the slow areas and avoid the Jump Plates. If you accidentally hit a Jump Plate, lean and steer hard to reposition your vehicle back on the track.

#4 MUTE CITY: WIN THE BATTLE AGAINST ZODA!



Use your boost to speed over the slow areas in the track's corners, or avoid them altogether. When you reach the second jump, veer right or use your boost to get through the wide slow area. This track has only one sharp corner—lean and perform boost thrusts (tap A as you turn) or tap your vehicle's brakes to guide it through the turn.

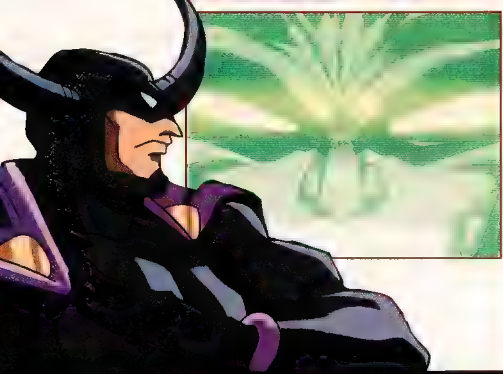
#5 LIGHTNING: BEAT BLACK SHADOW!



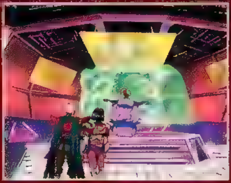
The Lightning Grand Prix course, which appeared in some of the heroes' stories, contains several jumps. Hit all the track's Boost Plates and use your machine's boost before each jump to further enhance your speed.

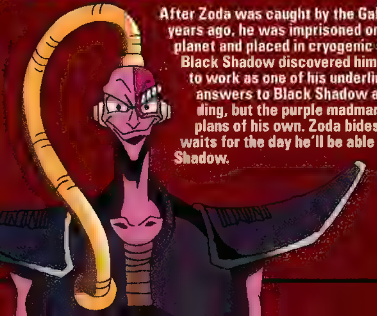
BLACK SHADOW

Black Shadow, the self-proclaimed ruler of the universe, is the epitome of tall, dark and evil. He leads a criminal organization that includes shady characters such as Zoda, Octoman and Bio Rex. His true intentions are unknown, but he leaves destruction and chaos in his path wherever he goes. Black Shadow's machine, the Black Bull, has the highest Body and Grip ratings in the game, but the lowest Boost rating. Its heft combined with its poor Boost make the Black Bull's controls sluggish and extremely challenging to master.



ZODA



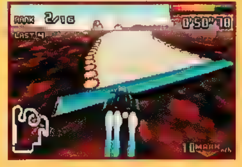


After Zoda was caught by the Galaxy Police 150 years ago, he was imprisoned on an unescapable planet and placed in cryogenic suspension. Black Shadow discovered him and revived him to work as one of his underlings. Zoda now answers to Black Shadow and does his bidding, but the purple madman clearly has plans of his own. Zoda bides his time and waits for the day he'll be able to usurp Black Shadow.

BLACK BULL

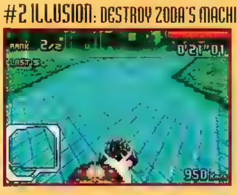
BLACK SHADOW'S STORY

#1 RED CANYON: DO A SIDE ATTACK ON LISA'S MACHINE!



The Black Bull takes much longer than most vehicles to reach a high speed, which makes it difficult to clear the track's first jump. Concentrate on clearing the jump during the first half of each lap, and try to catch Lisa on the second half. After you hit Lisa with a side attack, finish the race to complete your objective.

#2 ILLUSION: DESTROY ZODA'S MACHINE.

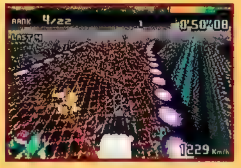


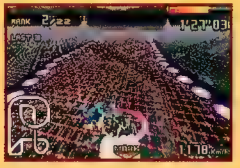
Zoda's machine has a very low Body rating, so destroying it is a breeze; however, catching him isn't. Steer carefully—this track has *no anti-gravity guard rails.* Attack Zoda in wide areas to avoid bumping your own vehicle off the edge. Perform side attacks and ram your opponent from behind to trash his machine.

#3 SAND OCEAN: DESTROY SAMURAI GOROH'S MACHINE.

You have roughly 47 seconds to catch up to Samurai Goroh and obliterate his machine. If you boost as soon as the race begins, you can catch him before he reaches the track's sharp turns. Avoid the slow areas, perform side attacks, and boost if he pulls ahead of you—one solid hit should take him out.

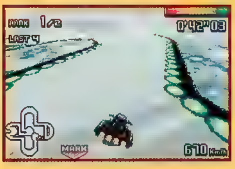
#4 LIGHTNING: WIN THE RACE!

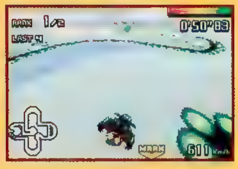




Maintaining your fastest speed during Black Shadow's fourth race is the key to victory. Hit all of the Boost Plates and use the Black Bull's boost when the Boost Plates' effect wears off. If you can steer close to Captain Falcon, side-attack his vehicle to make him lose speed.

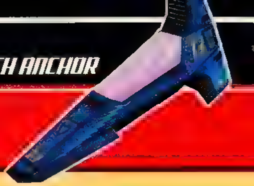
#5 WHITE LAND: WIN THE BATTLE WITH RICK WHEELER!



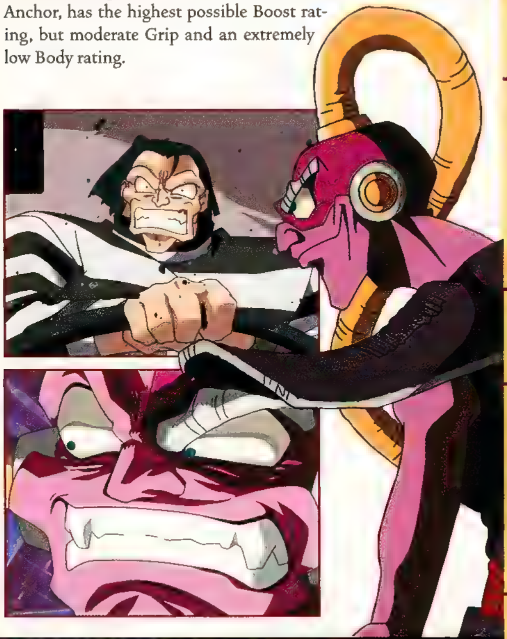


Beating Rick Wheeler is not an easy task—the Black Bull's incredibly slow acceleration rate—leaves you no room for error during this race. Brake before the sharp turns, especially after the second Boost Plate Let off the gas and take the turn wide, then hit the accelerator once you've positioned your vehicle to clear the turn. Decrease your speed slightly as you approach the S-curves near the end of the track. If you turn wide early, you'll make it without hitting a wall and losing speed.

ZODA



Zoda, a notorious felon from 150 years in the past, now does Black Shadow's dirty work. He's a raving lunatic with a short fuse, no conscience and no sense of loyalty, even to Black Shadow—he's the most dangerous kind of criminal. Zoda's vehicle, the Death Anchor, has the highest possible Boost rating, but moderate Grip and an extremely low Body rating.



RICK WHEELER

Imagine what it would be like to have your entire life—your relationship, your prestigious career, everything—destroyed by a single man. The nightmare is a reality for Rick Wheeler. The bitter hatred between Rick and Zoda, combined with 150 years of history with each other, forms GP Legend's strongest rivalry. Rick will stop at nothing to bring Zoda to justice. Nothing.

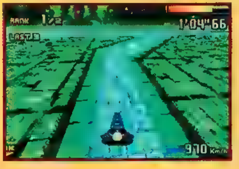
SATURDAYS ON FOX BOX

ZODA'S STORY

#1 MUTE CITY: GET AWAY FROM RICK AND FALCON!

The Mute City track is riddled with 90-degree turns—tap your brakes and lean to steer around them. You'll also face two very sharp turns about halfway through. Let off the gas and perform side attacks to get through them.

#2 ILLUSION: BEAT BLACK SHADOW!

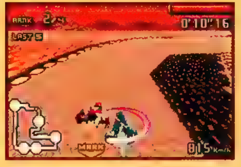


This track is the same one that appeared in Black Shadow's second chapter. If you hit all of the Boost Plates, you'll leave Black Shadow in the dust. Take the track's narrow shortcuts if you fall behind, and boost if Black Shadow catches up to you, but steer carefully—the track has no antigravity guard rails to stop you if you make a wrong move.

#3 MUTE CITY: BEAT LISA!

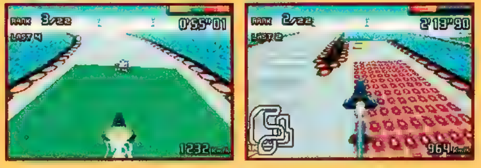
You may remember this track from Lisa's fourth chapter. Use the same tactics as before—boost to cut across the slow areas in the corners, hit all the Boost Plates and steer to the right after the second jump.

#4 FIRE FIELD: DESTROY ALL OF THE MACHINES IN THE RACE!



You can take out one of the racers right off the starting line by performing a side attack: pull up alongside the other racers and force them into the mine traps in the track's circular areas. Take your time—you have only three vehicles to destroy, and five laps to do so. If you attack recklessly, you're more likely to bounce into the mine traps.

#5 BIG BLUE: BEAT RICK AND JACK IN THE RACE!



Zoda's vehicle can endure very little damage, so watch your energy meter closely. If your energy drops too low, the track's jumps will destroy the Death Anchor. Press Down as you land—it requires good timing, but your vehicle won't take damage. Avoid leaning around the corners, or you'll slide on the slippery areas; instead, ease off the gas and tap the brake. Boost through the large pit area and veer right off the second jump to take the shortcut.

THE RACE IS ON

GP Legend's dynamic characters, explosive rivalries and lightning- fast machines will push your racing skills to the extreme. Whether you're blazing through the F-Zero circuit on your own in Story mode or challenging your friends in a multiplayer race, the action is always in high gear. Satisfy your hunger for more F-Zero racing with the *GP Legend* animated series, now airing on Saturday mornings in the U.S. on Fox Box.

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TIME
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RP
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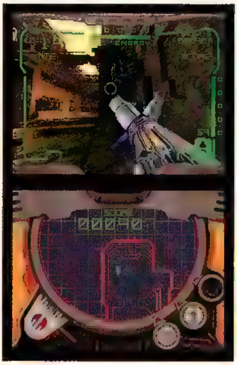
Metroid Prime Hunters: First Hunt



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EPIC PREVIEW

THE LORD OF THE RINGS™ THE THIRD AGE

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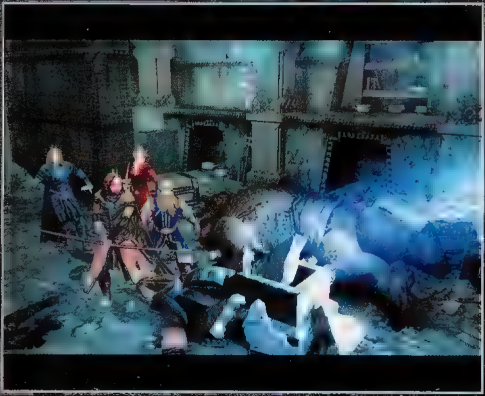
J.R.R. Tolkien is regarded as the father of the modern fantasy story. Elves, dwarves and even the concept of the mythic quest were either created or taken in new directions by the great writer. Because fantasy tales form the basis for many of the best role-playing games, combining Tolkien and RPGs just seems natural. Nevertheless, most previous attempts have had less-than-stellar results. Well, no more. Finally, we have an RPG set in Middle-earth that does justice to both literature and gaming—and provides a great flashback to the Academy Award-winning movies, as well. With Electronic Arts's The Lord of the Rings: The Third Age, gamers and Tolkien fans alike will find a precious of their very own.

Keep It Secret. Keep It Safe.

The story of The Third Age interweaves new characters with the well-known members of the Fellowship of the Ring. When the game opens, you play the role of Berethor, a Gondorian commander who is searching for Boromir (the Gondorian leader who joined the Fellowship and was eventually corrupted by the dark power of the One Ring). After a couple of brief skirmishes, you'll be joined by an Elf named Idrial who knows more about you than she lets on—a trait that seems very common among Elves. Thus the base of your party is formed, but along the way you'll encounter more companions, including a Dunedain Ranger and archer named Elegost, a grumpy Dwarf called Hadhod, a rider of Rohan known as Eaoden and a vengeful Rohan Captain (and skillfull thief) who goes by the name of Morwain.

	HP		AP
Berethor	2078		334
Gandalf	10392		1110
Hadhod	2285		202
Idrial	474		189



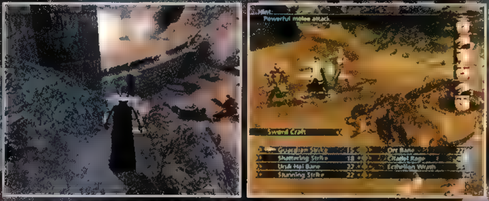
Together, you will follow in the footsteps of Frodo, Samwise, Gandalf and the rest of the Fellowship as you help them overcome the evil of Sauron.

Chasing Down the Legends

And when we say you follow in the footsteps, we mean it. The game follows the *Lord of the Rings* films so closely, you might find yourself in awe of the creative use of the license. In the Mines of Moria, for example, you'll be called upon to track the Balrog as it hunts the Fellowship. After maneuvering deep into the mines, you'll see a huge suit of armor come crashing through a hole in the ceiling, followed by Gandalf's cry, "Fool of a Took!" If you saw the movies, you're probably chuckling already; it is indeed the same suit of armor that Pippen knocked into the well while he was in Balin's tomb. Such little touches abound in the game, and if you're the type of fan who bought the extended-edition DVDs, watched all the special features and listened to every commentary track, you're going to leap out of your breeches for The Third Age. And you'll surely want to unlock all 111 short movies that explain a bit of each character's backstory or about Middle-earth in general. All the clips are narrated by none other than Sir Ian McKellen, a man with a voice so rich and sonorous that we would pay good money to hear him read the phone book.

Crossing the Country

The Third Age has a very traditional RPG battling system, but in other respects plays like more an adventure title than an RPG. You'll run through all the familiar areas of Middle-earth (Rohan, Moria, Eregion, Helm's Deep and more), fighting turn-based battles as you go. The battles are random, which means you can't see your enemy coming and avoid the skirmish, but the encounters are spread out enough that you can make decent progress between them. You'll receive a number of quests in each area—find a lost Elf, open a hidden door, save a village and the like. That said, however, you won't find townspeople to talk to, towns to visit or many of the more-complicated RPG trappings in this game—so if you're hoping to enter the Prancing Pony and speak to all the tipsy barbarians, you're going to be disappointed. But worry not—the stunning graphics, unbelievable sound and compelling battle system more than make up for it.

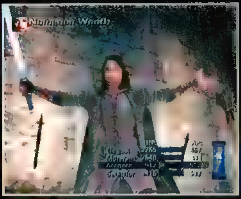


From Helm's Deep to the plains of Rohan, all the familiar Middle-earth haunts have been re-created for your Warg-slashing enjoyment.

Of Battles and Balrogs

When you encounter an enemy (or more often than not, a group of them), you'll fight back with three party members. If you want to swap in a different character, press the X Button. (Switching characters doesn't count as a turn, so you can pop them in on the fly as often as you want.) Your party member can then choose how he or she wants to fight—be it with a regular weapon-based attack or from two categories of special attacks. Hadhod, for example, can use attacks in the Axe Craft and Spirit Power categories, while Berethor has mastered the arts of Sword Craft and Leadership. Each time you use a special attack, it will take points from your AP (Action Point) pool. If you run out, you'll have either to use an item or skill that restores AP or just to swing away with whatever weapon you have.

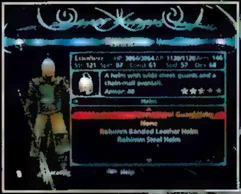
Every character has plenty of moves to learn. To master the special moves, you must keep using your existing moves in the category of your choosing. For instance, if Idrial knows Gift of Elron (a healing Spirit Power) but wants to learn Galadriel's Gift (a more-powerful healing move), she'll need to continue using Gift of Elron. Each time she uses the move, it will add one Spirit Point in her Spirit Power category and get her a step closer to the new move. Although you might find yourself using special attacks just to earn the SP, your diligence is rewarded by the awesome animations that accompany them. Fireworks and technical razzle-dazzle are par for the course in LOTR: The Third Age. Whether you're launching a pair of arrows at your foes or summoning an Ent to rain down boulders on the enemy, you'll witness a spectacle of epic proportions. Add to that a soundtrack that's taken straight from the films, and a whole army's worth of clanging swords, grunting Orcs and bowstring twangs—you've got a battle system that thrusts you right into the world of the books and films.

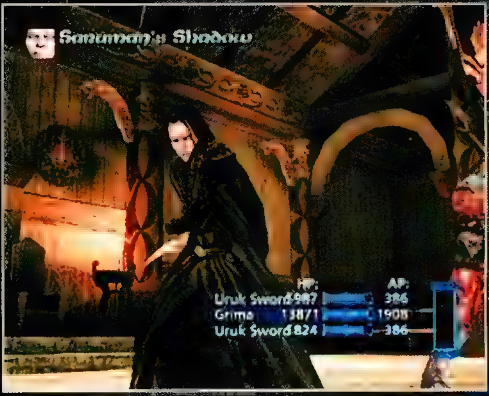


Aura of the Valar

Gifts from the Fallen

One RPG aspect that TTA nails dead-on is the compulsive need to upgrade your armor, weapons and accessories. Each character has multiple armor slots to fill (helms, pauldrons, vambraces, chestplates, pendants, cloaks, shields, greaves and many more), plus a sword, axe or bow. Many armor and weapon upgrades are found in treasure chests scattered throughout Middle-earth, but you'll have to obtain others by defeating Sauron's minions in battle. You can also find a host of items to help you win the day, such as Ent Bark, Kingsfoil, Lembas, Old Toby and other Tolkien standbys. The seemingly never-ending supply of new armor, weapons and items gives you a lot of room to tinker with your characters, and allows you to strengthen them against certain kinds of attacks. With 11 different attack categories (such as Fire, Water, Shadow and Blunt), you can create a team of fighters who are ready to deal with the nastiest of evils.



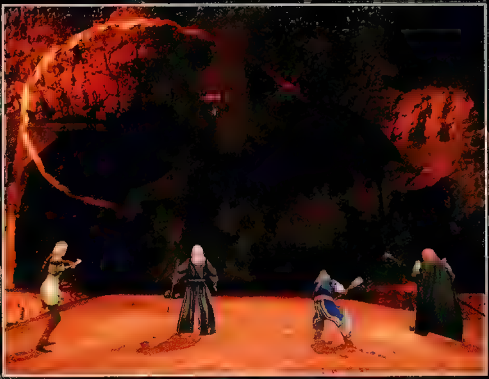


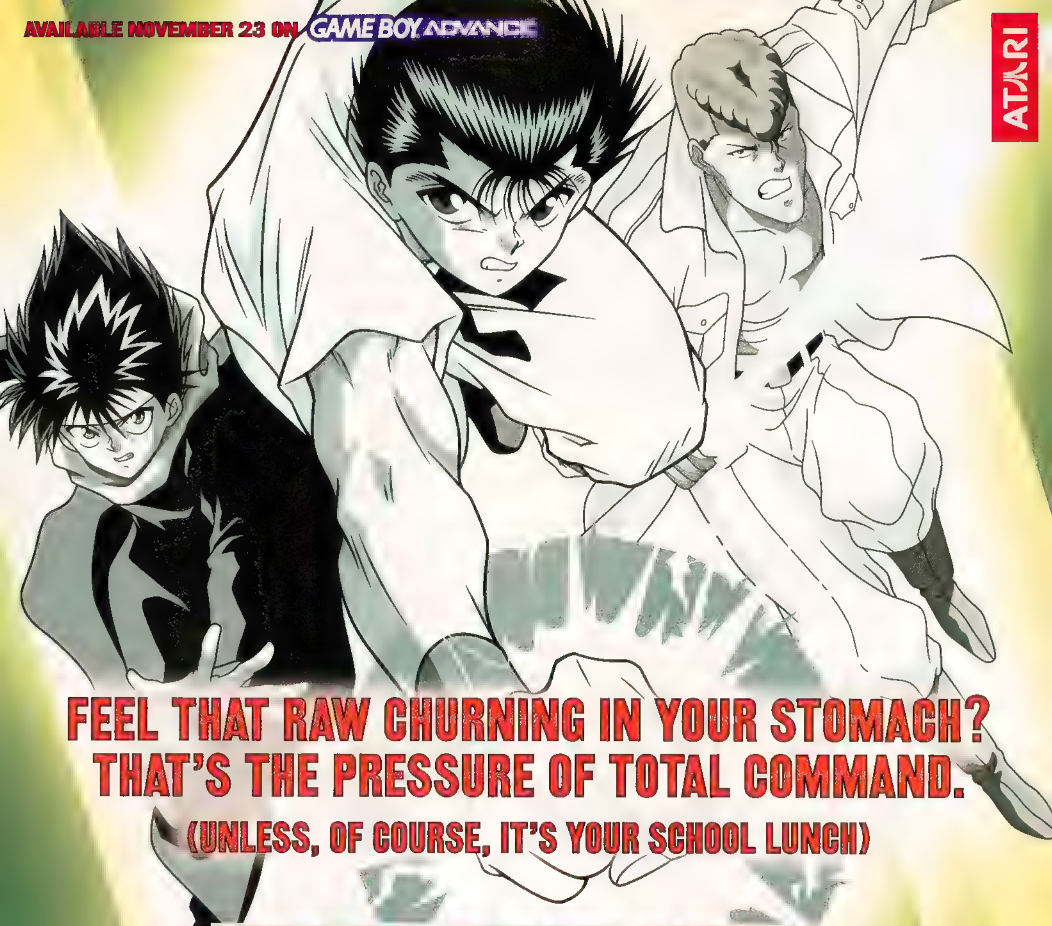
Feeling Grumpy?

While it's nice to save the world from evil, sometimes you may not be in such a generous mood. For such occasions, EA has included Evil mode. The special side quests (which unlock when you complete a chapter of the main story) put you in the shoes of Orcs, Goblins, Trolls, Wargs and even the Balrog itself. If you manage to defeat all the goody-goodies who come your way, you'll earn special items and weapons that can be transferred to the main quest. The Evil-mode segments are fairly short (no more than three or four battles per chapter, and no connecting story elements), but you just can't beat smacking around a stout-hearted Elven warrior with a flaming whip.

Lord of the Game

Lord of the Rings = love. RPGs = love. Lord of the Rings + RPGs? Well, you do the math. There may not be any more movies to look forward to, but the game that gives a whole new meaning to backstory should fill the void nicely. It's due to arrive on store shelves this November.

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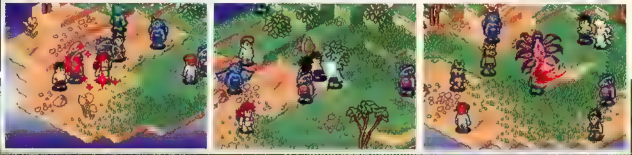
(UNLESS, OF COURSE, IT'S YOUR SCHOOL LUNCH)



You know the intense and dangerous world of the Dark Tournament. Now enter this furious battle of demonic destruction. The fate of Team Urameshi is in your hands. You choose your team of fighters. And you command their every move as they fight the terrible onslaught of monstrous and evil demons. So make a brilliant strategy. Then execute your plan – one nasty dead demon at a time.

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E
CONTENT RATED BY ESRB
Mild Fantasy Violence

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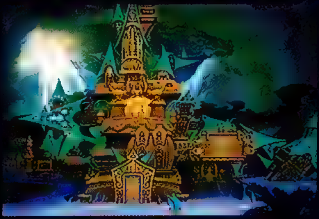
Disney SQUARE ENIX

KINGDOM HEARTS CHAIN OF MEMORIES

EPIC CENTER

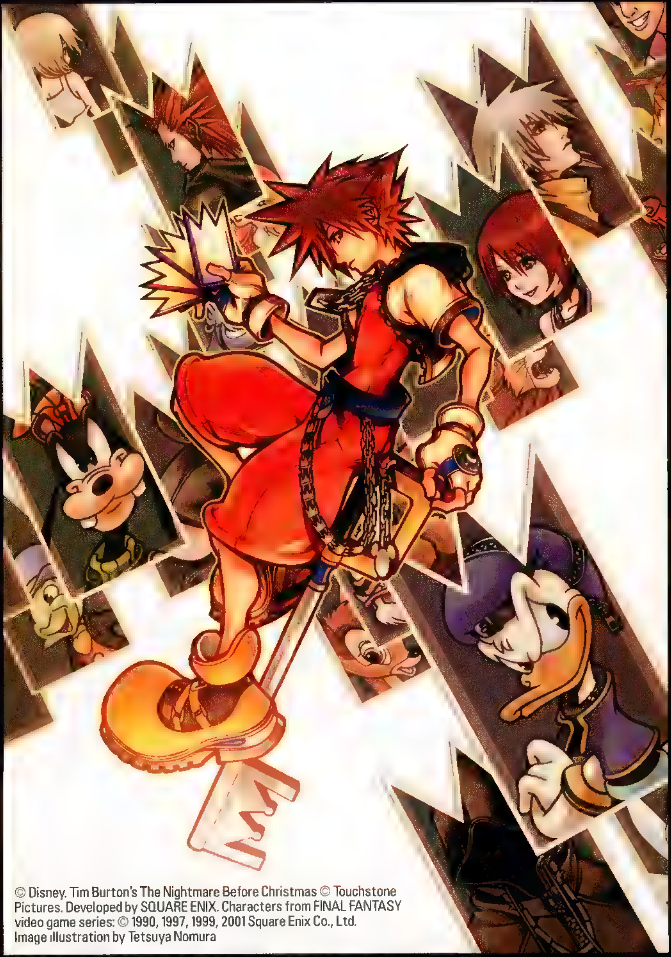
SPECIAL PREVIEW



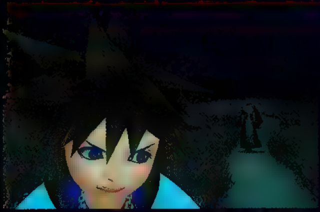
One night, after traversing endless grassy fields, Sora comes to a crossroads. His mind swims as he recalls his lost friends, whom he misses dearly. They were supposed to reunite at journey's end . . . but this was not to be. A man emerges from the shadows and speaks to Sora:

"Ahead lies what you seek . . . but to claim it you must lose something dear."

When the man vanishes, only a single path remains. At the end of that path is a castle, and inside that castle stretches a vast nothingness. Sora's memories lay fragmented before him, swirling and spiraling upward to a great [illegible]. What will Sora gain and what will he lose?



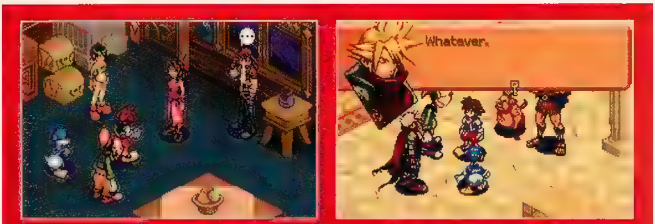
© Disney. Tim Burton's The Nightmare Before Christmas © Touchstone Pictures. Developed by SQUARE ENIX. Characters from FINAL FANTASY video game series: © 1990, 1997, 1999, 2001 Square Enix Co., Ltd. Image illustration by Tetsuya Nomura



MEMORIES LOST

For months, the vague yet admittedly intriguing teaser on the previous page is all we've known about the Chain of Memories story. Now that we've spent some quality time with a localized version of the GBA game, however, the narrative is finally beginning to come into focus. The second chapter in Square Enix's epic collaboration with Disney picks up right where the original PlayStation 2 adventure left off. Sora and his loyal travel companions, Donald and Goofy, follow a mysterious black-cloaked figure down the aforementioned path to Castle Oblivion. Within the castle waits someone very important to Sora, but reuniting with that person may rob our hero of his past. The castle feeds on Sora's memories, and brings them to life as you revisit characters and events from his previous journeys. The farther Sora and his friends delve into the castle, the more they forget.

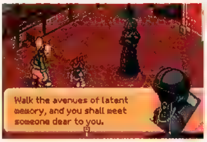
It's all a bit metaphysical, to be sure, but the concept serves as an interesting link to the first game. The almost-literal walk down memory lane should elicit strong pangs of nostalgia for fans of the first game while allowing newcomers to get into the series without feeling lost. But don't mistake Chain of Memories for a simple retread. There are twists and turns throughout, and new characters are introduced to move the saga forward.



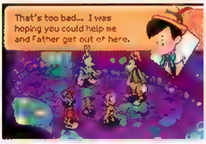
Whatever.

WORLDS COLLIDE

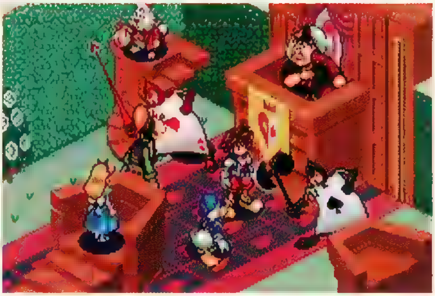
Final Fantasy fanatics will recognize quite a few familiar faces as some of the series's most beloved icons make an appearance in Chain of Memories. Kingdom Hearts director Tetsuya Nomura was the character designer for FF VII, VIII and X.



Walk the avenues of latent memory, and you shall meet someone dear to you.



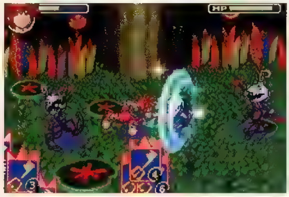
That's too bad... I was hoping you could help me and Father get out of here.

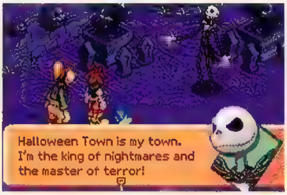


THE JOURNEY UNFOLDS

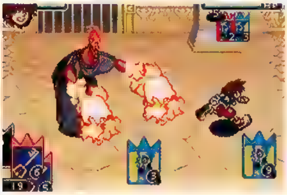
As you travel through Castle Oblivion, it will use Sora's memories to create a variety of worlds. You'll fight alongside Aladdin in Agrabah, compete with Hercules in the Olympus Coliseum, try to save Pinocchio from Monstro's gullet, visit Jack in Halloween Town (from *The Nightmare Before Christmas*) and travel to myriad other locations based on classic Disney films. Throughout each area, you'll encounter the Heartless, shadowy beings that hunt Sora relentlessly. Battle is initiated when you come in contact with one of the creatures on the field map (more on that later). You'll also face off against some of Disney's most nefarious villains, including Hades, Captain Hook and Maleficent.

With so many different settings, Kingdom Hearts enjoys quite a bit of aesthetic variety. It's one of the most visually stunning games on the GBA—large, detailed character sprites and amazing cut scenes replicate the look of the PS2 game. The music is impressive as well, both in terms of quality and composition. And, of course, the translation is of the high caliber we've come to expect from Square Enix.





Halloween Town is my town. I'm the king of nightmares and the master of terror!

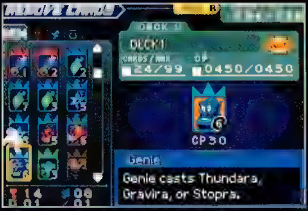


WHAT'S IN THE CARDS?

The game's unique card-battle system is faster and more action-oriented than you might expect (if you're thinking Yu-Gi-Oh!, you're way off). You'll use cards for every attack, spell and item, but you do so in real time as you run around the battlefield, dodging enemies and getting in position for your next strike. It plays out somewhat like an action-RPG, with your deck of cards filling the role of a command menu. You press the L and R Buttons to cycle through the deck and the A Button to play the selected card. Once you've used a card, you won't have access to it again until you reshuffle.

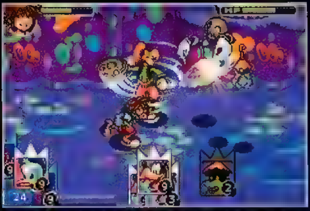
There's quite a bit more depth to the battles than was evident in earlier play-tests. You can combine three cards to play them simultaneously, and if they meet certain criteria, you'll unleash a special attack or a more powerful spell. You'll lose one of the three until the end of the battle, however, so there's some strategy involved in deciding when to use combos. Furthermore, each card has a numerical value that determines its power. If you and an enemy both play a card at the same time, the higher card wins, resulting in a Card Break. The person with the lower card is stunned temporarily, open to attack.

There are also map cards that you'll use to unlock new areas. Although doors that lead to a story sequence or boss battle call for the card with the corresponding emblem, most doors simply require a card with a certain frame color or numerical value (or a combination thereof). The card you use will affect the room beyond. The Sleeping Darkness card, for instance, creates a room in which the Heartless are sluggish and easy to ambush.

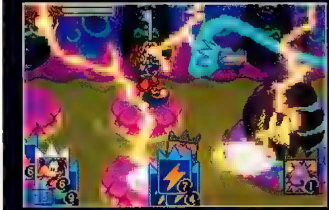


Genie casts Thundara, Gravira, or Stopra.

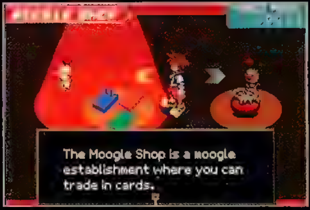
When Sora levels up, you can choose to increase his Hit Points or Card Points, or learn a new move. Card Points are necessary to add cards to your deck.



Donald and Goofy don't fight alongside Sora in Chain of Memories, but you'll pick up cards that allow you to summon them or a variety of other Disney characters for a quick strike.

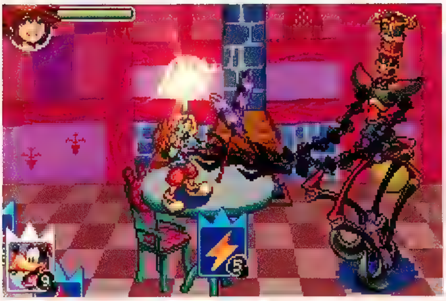


As your card collection grows, you'll uncover greater opportunities for combos. Once you have three Thunder cards, for example, you can fuse them for a devastating Thundaga spell.



The Moogle Shop is a moogle establishment where you can trade in cards.

One of the map cards creates a Moogle shop where you can trade unwanted cards for Moogle Points. You can then redeem the points for a new pack of cards.



KINGDOM COME

Kingdom Hearts: Chain of Memories is shaping up to be one of the must-have GBA titles this holiday season. The story is unusually compelling, the presentation sets a new high-water mark for the system and the battles mix the tactics of a card game with the reflexes of an action-RPG. Memorable indeed.

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TONY HAWK'S UNDERGROUND 2

SOMETHING OLD, SOMETHING NEW . . .

This latest installment of Activision's Tony Hawk franchise drops wannabe punks into the bawdy underworld of skate life. Join the Birdman's team against lewd prankster Bam Margera and his boys on a multi-continental journey filled with wild action. We offered a glimpse of the game last month, but there are many more secrets and Easter eggs to discover. Read on and unleash your inner misfit.

Chair Hop + Chair Grind

TEEN
T
CONTENT RATED BY
ESRB

- Blood
- Crude Humor
- Language
- Suggestive Themes
- Use of Alcohol
- Violence

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EXTRA THUGGERY

Aside from an all-new story mode, THUG 2 boasts some wicked new features. You can power up the Rage meter and freak out following a wipeout, or engage Focus mode to slow time and pull off sick tricks. Personalize your graffiti tags and paint the town while shredding the revamped classic courses from the first three Tony Hawk games.

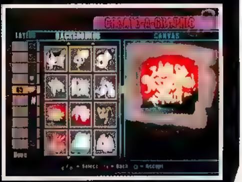
CLASSIC COURSES

Old-school gamers will appreciate the revamped environments and timed goals of Classic mode.

SLOW-MO

Fill up your Special meter while tricking, then press the L Button to enter the slow Focus mode.

CREATE-A-TAG

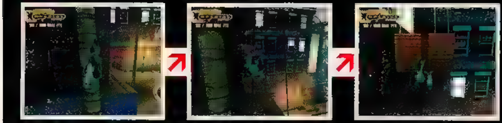


Customize your sig with up to 10 layers of paint, then make your mark all over the globe.

BOSTON

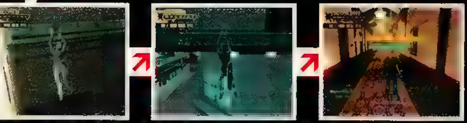
Your first stop on the World Destruction Tour is Beantown, USA. Skate around Boston and find the guest, secret and pro characters to open up all available missions. You can then pick and choose the missions that fit your mood and skill level.

TAG A BIG BILLBOARD



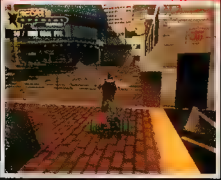
Find the pro outside the library, then skate to the construction yard. Dismount by pressing the Z Button. Climb the yellow pipe (press R), then jump sideways and grab the scaffolding. Climb and jump to the billboard ahead. Face it and press Y to leave your mark.

GET INSIDE THE BANK



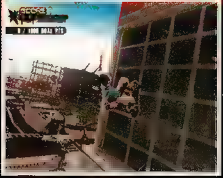
Find Ben Franklin (see below). Jump the ramp to the right of the statehouse. Dismount and grab the rail (Z then R). Shimmy to the opposite side of the building, drop to grab the lower rail, then climb and jump through the clear glass. You can also jump the ramp-shaped sculpture.

JESSIE JAMES



At the start of the level, skate toward the Jeers bar on your left. Take the ramp down to the underground watering hole; you'll find outlaw Jesse James waiting for you to pick up his tab.

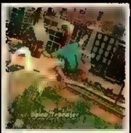
BEN FRANKLIN



The faux Ben Franklin is chillin' upstairs inside the statehouse. Jump the side ramp and push the R Button to break the glass. When you catch the tubby imposter, he'll join your squad.

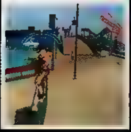
BARCELONA

After your team has thoroughly annoyed the Boston public (and you've earned at least 500 points), it's time to spread love and joy to the people of Barcelona, Spain. Your team's pro character can be found loitering in front of the castle.



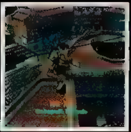
SPINE THE GUELL PLANTERS

Travel to the upper tier near the tram tower. While facing the harbor, turn left and skate toward the rows of planters in the Parc Guell. Ollie, then pull a Spine Transfer by pushing the R Button. There are two planter sets on the left side of the fountain and one on the right. You'll need to transfer all three.



DON'T TOUCH THE GROUND

Find the matador to unlock Barcelona's Guest goals. Skate toward the bridge. Ollie, then grind the silver rail before the bridge. Ollie to the curved girders and grind (Y Button) while keeping your balance. You'll need to hop back and forth between the center and side girders to make it the entire way across.



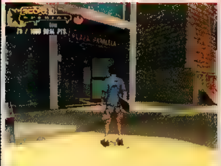
LA PERDRERA SPIRAL RAIL

You can complete this matador goal by entering the castle door. Ollie immediately to catch big air (or you'll pancake into the side of a building). Spine Transfer to the center area and locate the spiral top. Ollie, then grind the spiral the whole way down. Engage Focus mode to ease the difficulty.

SAVING THE MATADOR

Grab some tomatoes from a street vendor. You'll find the trapped bullfighter standing atop a bull cage to the left of the museum. Chuck a tomato at the bull to free the captive matador. Be on the lookout for the fashion police—his outfit is a crime against good taste.

FINDING STEVE-O (AND HIS BULL)



Not far from the matador is the Plaza Paralela. When you enter the building you'll find a scantily clad Steve-O atop a mechanical bull. Switch characters to view the new Secret goals available.

FINDING YOUR TEAMMATES

THUG 2 rewards exploration, so be sure to scour each level to find teammates and hidden goodies. Each character has unique skills and goals you can use to earn points for your crew. In addition to finding a bevy of pros, you just might run into a few oddballs made famous by the World Wide Web.

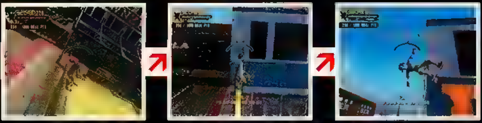
BERLIN

Mister Skater, tear down this wall of complacency that plagues Berlin with revelers, fashionistas and rent-a-cops. Locate your new teammate, Bam Margera, near the grind wall, and stir up some trouble!

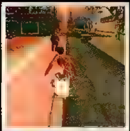
DISRUPT COMMUNICATIONS

Find Bam, then enter the Ausfarht Center in the shopping district. Ollie from the vent to launch toward the Galerie rooftop. Press R to Spine Transfer to the first ramp. Hit the next ramp at an angle and execute a Rocket Air move (press Up on the Control Stick, then tap the B Button twice).

BERLIN GETS OWNED



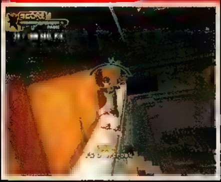
First grind the "I Love Berlin" wall toward the DOWNZEKD! building. Ollie and grind up the support, then Ollie and stall (or grind if you have enough speed) to knock off the first letter. Repeat the technique on the park bench or the wall along the Galerie to knock off the remaining letters.



HATS ON FIRE

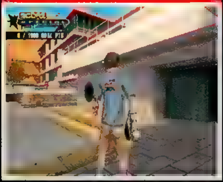
Three rent-a-cops patrol the streets. Locate all three, then grind the broken pipe outside the church to light your board. Ollie over each patrolman and set his topper ablaze. Time is limited—act quickly, or else they'll dunk their hats in the fountain and you'll be forced to try again.

TAGGER



Across from the Oktoberfest celebration, you'll find a ladder attached to the building. Jump to the lip then skate or run toward the corner. Climb the ladder and walk right to find the tagger.

PAULIE



You'll find the foul-mouthed Paulie resting on the roof across from the church. Enter the door and look left—he'll be sitting in his wheelchair, probably gawking at the ladies below.

SYDNEY

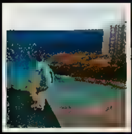
Following your liberation of the stodgy Berliners, head down under for some fun in the sun. Girls in bikinis, loafing lifeguards and a few hefty (and hairy) men in tights await you. Find your pro near the apartment building first.

HELP LOCAL SKATE KIDS

Find the Aborigine to satisfy the Find the Special Guest task (see Aborigine box below). Use the go-karting hellion to grind the crane and wake the sleeping teamster. The chain reaction that ensues will level a squad car and half the sidewalk, and send a thonged sunbather running for cover.

INTERRUPT A MEAL OR SIX

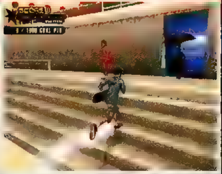
Jump off the crane, the ramp past the crane or the squashed police car (depending on the current layout), and launch to the second-floor restaurant. Run or skate through every table and turn the place upside down to cause maximum mayhem.



JUMPING WITH A PARACHUTE

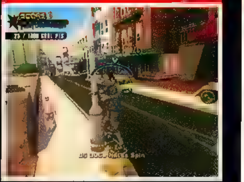
Grind or stall on the pool pump to drain the water, then climb the ladder outside the large apartment building behind the koala statue. Once you reach the top, skate or grind toward the ocean. Ollie from the ledge, then push the R Button to acid-drop to the pool below. It's raining men—hallelujah!

SHRIMPY



Skate down to the beach. When you're finished eyeing the ladies, chase the Limpy's Shrimp vendor down the walkway and through the bathroom tunnel. You'll exit the building at street level, where you'll find the stinky fisherman waving to the locals.

ABORIGINE



Perform a Natas Spin on the hydrant to complete the Wake Up Sleeping Beauty task. Your high-powered performance will shock the crane operator, who will inadvertently destroy the wall that conceals the entrance to the Aborigine's grotto.

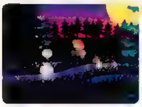
A THUG WORLD AFTER ALL

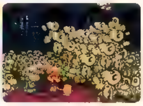
Tony Hawk's Underground 2 continues the series's tradition of awesome skating action and punk shenanigans. Featuring more insane stunts than an episode of Jackass, and a seemingly endless supply of tricks, the game is THUG life at its most decadent. Strap on your helmet and prepare for the wildest thrashing of your life.

Get mad and freak out

PAPER MARIO

THE THOUSAND-YEAR DOOR™





AN ADVENTURE A THOUSAND YEARS LONG.

The next chapter in Mario's role-playing adventure unfolds with all-new paper moves. Fold into a paper airplane, turn sideways and slip through cracks, become a paper boat, roll up into a tube and more on your quest to discover the secret behind the Thousand-Year Door.

NINTENDO GAMECUBE™

EVERYONE

E

Mild Cartoon Violence

CONTENT RATED BY ESRB

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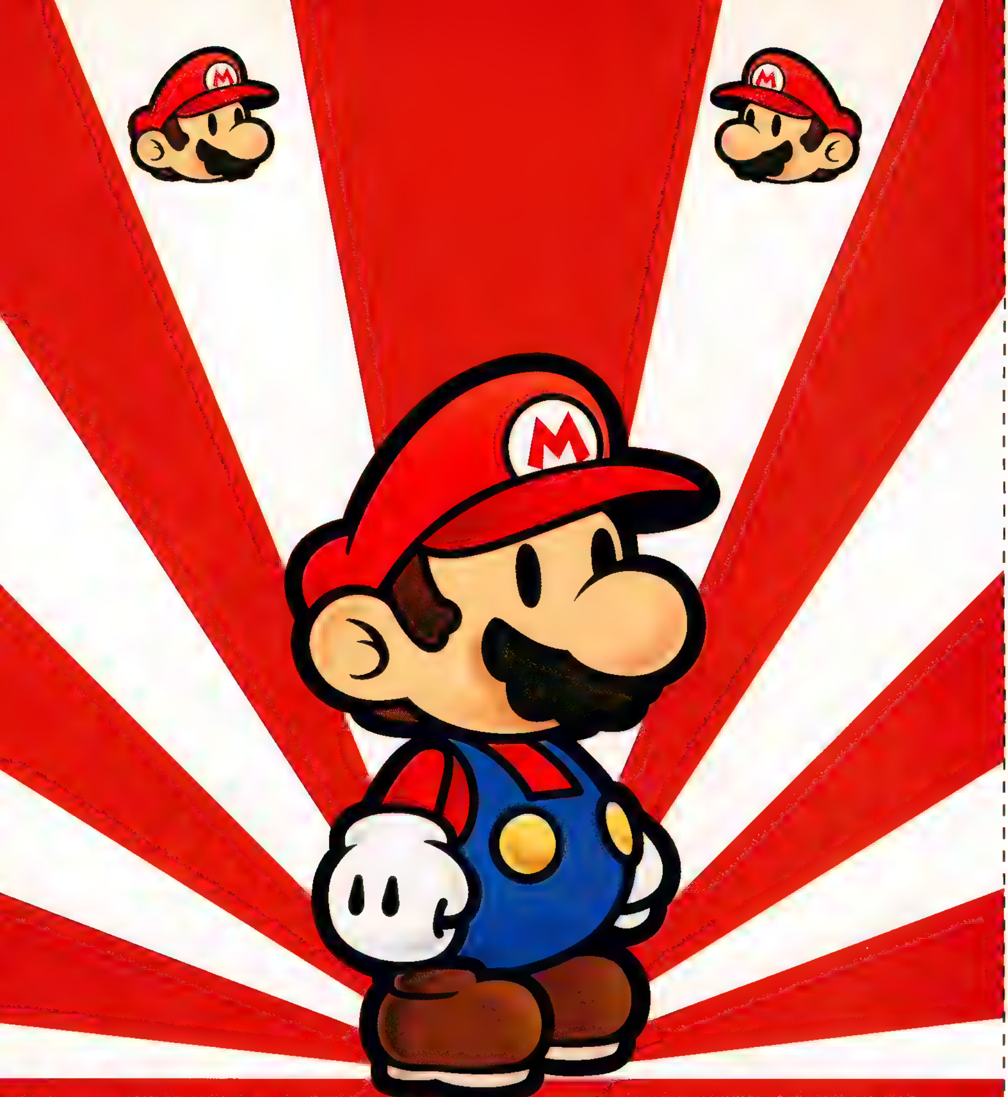
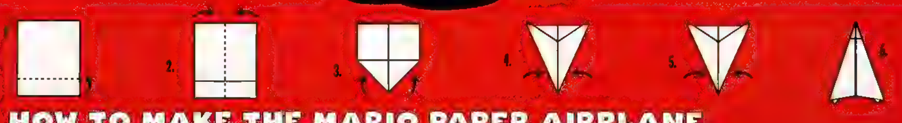
www.nintendo.com Game and Nintendo GameCube sold separately.





HOW TO MAKE THE MARIO PAPER AIRPLANE

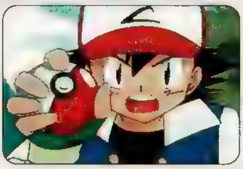
1. FOLD RED PANEL UNDER SO MARIO'S FEET ARE AT BOTTOM OF PAGE.
2. FOLD THE PAGE IN HALF LENGTHWISE. THE RED AND WHITE WILL BE ON THE INSIDE.
3. FOLD THE BOTTOM CORNERS UP TO THE CENTER FOLD.
4. FOLD THE SIDES UP TO THE CENTER FOLD SO THE EDGES MEET.
5. FOLD THE SIDES UP TO THE CENTER FOLD AGAIN SO THE EDGES MEET.
6. UNFOLD WINGS HALFWAY AND FLY.

GBA VIDEO

Watch full color video on Game Boy Advance
GAME BOY ADVANCE Video
Pokémon
Beach Blank-out Blastoise
Go West, Young Meowth
Pokémon - I Choose You!
Here Comes the Squirtle Squad

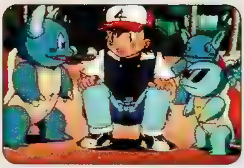
The GBA is host to a star-studded fall lineup packed with all your favorite series and episodes. Check out the latest batch of must-have video releases!

POKéMON—I CHOOSE YOU!



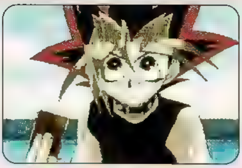
Witness Ash's first awkward moments as a Trainer when he receives Pikachu in "Pokémon—I Choose You." In "Here Comes the Squirtle Squad," Ash and his team encounter a mischievous gang of rogue Squirtle holding the town hostage. Who will prevail?

POKéMON—BEACH BLANK-OUT BLASTOISE



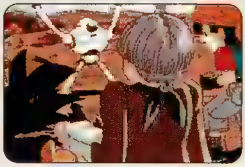
Something is amiss in the turtle kingdom—king Blastoise has been found comatose. Watch as Ash and his team uncover the mystery of "Beach Blank-Out Blastoise." Or follow the team to Tinseltown and learn of Meowth's troubled past in "Go West, Young Meowth."

YU-GI-OH!: VOLUME 1



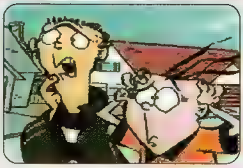
Two back-to-back episodes kick off the first Yu-Gi-Oh! volume from Majesco. Yugi must battle Marik, who has cast a spell on Joey, turning him against his pal in "Friends 'til the End: Part 3." In the nail-biting conclusion, "Part 4," the friends must battle each other.

DRAGON BALL GT: VOLUME 1



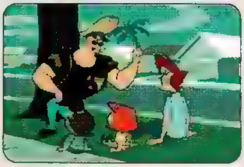
"A Grand Problem" surfaces when a mystical dragon turns Goku into a child. The scattered Black Dragon Balls must be returned to Earth within one year—or kaboom! In "Pan's Gambit," Pan must infiltrate General Rilldo's forces to rescue the captive Goku and Trunks.

CARTOON NETWORK COLLECTION: VOLUME 1



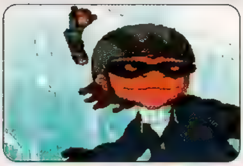
Vol. 1 of the Cartoon Network collection is packed with episodes from four series: The Grim Adventures of Billy & Mandy ("Crawling Niceness"), Johnny Bravo ("The Perfect Gift"), Ed, Edd n Eddy ("Stop, Look and Ed") and Courage the Cowardly Dog ("Magic Tree of Nowhere").

CARTOON NETWORK COLLECTION: VOLUME 2



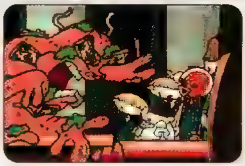
View more of your favorite Cartoon Network shows on one GBA Pak: Codename: Kids Next Door ("Operation T.U.R.N.I.P."), Courage the Cowardly Dog ("Courage the Fly"), Johnny Bravo ("Balloon Platoon") and The Grim Adventures of Billy & Mandy ("Mandy the Merciless").

NICKTOONS COLLECTION: VOLUME 2



Three Nicktoons faves come together in four big episodes on your GBA: SpongeBob SquarePants ("Nature Pants" and "Opposite Day"), Nickelodeon Rocket Power ("The Big Air Dare") and The Fairly OddParents! ("Odd Ball").

CODENAME: KIDS NEXT DOOR—VOLUME 1



Join in on the covert missions with Codename: Kids Next Door when you watch these four excellent episodes: "OPERATION: R.E.P.O.R.T.," "OPERATION: N.O.—P.O.W.U.H.," "OPERATION: B.R.I.E.F." and "OPERATION: D.O.G.F.I.G.H.T." Phew!

ROCKSTAR'S MAGNUM OPUS MUSCLES ITS WAY TO THE GBA [AND WE'VE GOT THE LOWDOWN].

grand theft auto

GRAND THEFT AUTO, ADVANCED

Rockstar takes the Grand Theft Auto series back to its top-down roots in this first installment on the GBA. If you can handle the game's gritty (and often sarcastic) portrayal of underworld life, you'll definitely dig your time in Liberty City.

THIS IS OUR BIG CHANCE, MIKE. WE'VE ALMOST GOT ENOUGH MONEY TO LEAVE LIBERTY CITY FOR GOOD. I'M TIRED OF

MATURE 17+
M
CONTENT RATED BY ESRB
Blood
Sexual Themes
Violence

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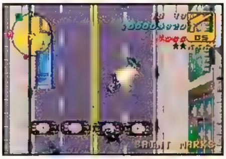
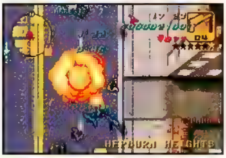
A WANTED MAN

Some deeds go unnoticed in the wild slums of town, but that doesn't mean you can be careless—a six-star Wanted meter tracks your current standing with the law. Mild offenses will result in one-star foot pursuit; if you evade capture for a short time, your pursuers will give up. With a wanted level of two or higher, you'll need to collect bribe stars to lower your profile, or you can mask your ride at the Pay 'n' Spray for a fee. If you take out a cop, expect a massive response from local police and SWAT teams.



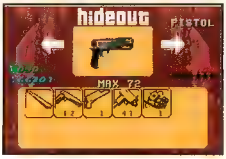


THE HIDEOUT

A roach-infested warehouse serves as your base of operations (no wonder you and your associate want to leave town). Retreat to your hideout between missions and save your game, especially after you complete tough assignments.

PACKAGES

10 = Pistol delivered to hideout
20 = Uzi delivered to hideout
30 = Body armor delivered to hideout



There are 100 packages stashed around the city. For every 10 you collect, you'll receive a bonus at your hideout (the first three are listed to the left).

PIMP MY RIDE!

[illegible]

BLUE COLLAR WORKHORSES

TAXI, BRIT, YARDIE, IDAHO, MANANA

[illegible]

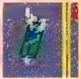
COMMERCIAL GRADE

BELLY, STRETCH, RUMPO, VAN, MONSTER TRUCK

[illegible]

FAST AND FURIOUS

BANSHEE, YAKUZA, SENTINEL, BF INJECTION



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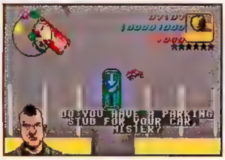
MISSION TYPES

Your life of crime plays out in GTA's story mode, where you'll engage in missions doled out by Liberty City's ample roster of crime bosses. All work and no play makes Mike a dull boy, so take time to explore the massive city, collect packages and tackle numerous side missions including road races, vigilante quests and cab runs.

HOT WHEELS ($3,000)

Vinnie's mafia buddies have agreed to finance your flight from town. You'll need to secure fast transportation for your escape. Head to the parking lot in Atlantic Quays and swipe the sports car. Leave no witnesses.



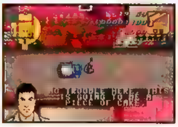
A nosy attendant guards the lot—make him disappear. You'll immediately earn a two-star Wanted level, so hightail it to the Pay 'n' Spray and shake the cops.

PAY 'N' SPRAY

For a measly grand, you can paint any vehicle and wipe your slate clean. Go on a crime spree, then race to the paint shop. It's evil fun!

ILL-GOTTEN ($3,000)

It's that special day of the month for lucky locals; time to pay the Don his due. Make your rounds through Liberty City's seedier sections and collect protection money from his "gracious" subjects.



AMMU-N
HARWOOD

The Don's clients will resist—pave the streets with their hides. Exit your vehicle only when the coast is clear or when you absolutely must chase your prey on foot.

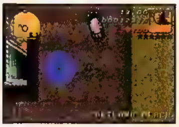
AMMU-NATION

Purchase guns and armor before tackling assignments that require you to leave the comfort and protection of your car. Creeps and cops will drop their arms when taken out, but some jobs will require special tools.

FAKE ID'S ($3,000)

A jack-of-all-trades, 8-Ball he peddles ladies, bombs, information and fake IDs. Drop by his crib and acquire a few of his finest forgeries, then head back to Vinnie for further instructions.

SO, YOU'RE A FRIEND OF VINNIE'S. HUH? HERE TAKE THESE AND IF YOU GET CAUGHT, YOU DIDN'T GET THEM FROM



Your Wanted level will jump to two stars immediately following the deal. Collect a bribe star, then avoid arrest for a short period. The cops will give up the chase, allowing you to finish the mission easily.

8-BALL'S SHOP

A master of explosives, 8-Ball is *the* man to see when you need to throw a 4th of July party. He proves a reliable friend when the chips are down, and will throw you work after Vinnie gets bumped.

SCORELLI ($5,000)

Vinnie is gone. Your new boss is 8-Ball, and he has a little assignment for you. A good friend of his was beaten by Scorelli's thugs. Neutralize his gang then steal his hot rod from Harwood. Spray the car to lose the heat.

Scorelli's henchmen will be hiding in an area inaccessible by car. Hop the barrier to get their attention—they'll follow you to your vehicle. Jump in your car and turn those dirtbags into speed bumps.

TAXI CAB

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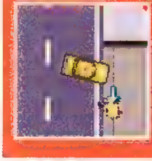


[illegible]

POLICE CRUISER

[illegible]

HEPBURN HEIGHTS

[illegible]

FIRE TRUCK

[illegible]

[illegible]

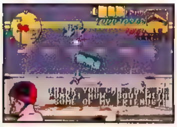
AMBULANCE

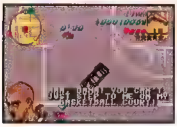
[illegible]

[illegible]

TIME'S UP ($5,000)

Jonnie's got some annoying deadbeats on his hands. Load up on weapons, health and armor, then track down the four parties that owe him cash, and make an example of what happens to people who don't pay their bills.

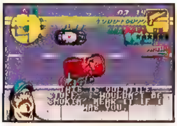


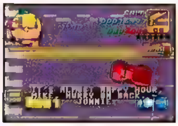


You've got a short amount of time to waste four groups of hoodlums, so move quickly. You'll have to yank some from their cars, but others will be roaming the streets.

HAPPY HOUR ($5,000)

It's almost time for happy hour at Jonnie's joint. He needs you to bring him some urban moonshine before his clientele arrives. Drive the monster truck to five pick-up points and hurry back with the juice in four minutes or less.

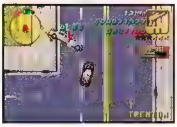


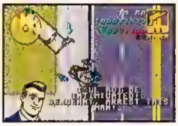


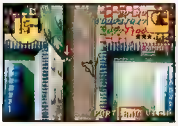
The truck has plenty of cargo space, but its high center of gravity makes it a rollover nightmare. Don't take turns too quickly, or you'll flip your ride and fail the mission.

POLITICAL WILL ($10,000)

A local politician wants to ban smoking from all bars and restaurants in the city. That's bad for Jonnie's business, so let your knuckles do the talking and persuade the senator to change his mind.



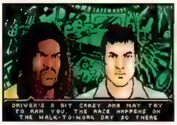


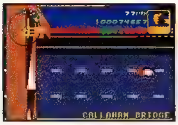


Stop the senator's limo with your car, then fire a shot at the vehicle; you'll automatically earn a three-star rating. Waste his bodyguards, then chase him on foot. Smack him around with your fists or a bat until he concedes. Grab a car and head to the Pay 'n' Spray to lose the lawmen who are hot on your trail.

RACE TO RUN ($10,000)

Jonnie now sleeps with the fishes, so it's time to find a new employer. King Courtney, head of the Yardies, needs you to race against the Yakuza since his former chauffeur suffers from a bullet-induced migraine.


DRIVER'S A BIT CRAZY AND MAY TRY TO RAM YOU. THE RACE HAPPENS ON THE WALK-TO-WORK DAY SO THERE



Cut corners using the handbrake and pull ahead of the Yakuza racer. Your opponent will try to ram your car off the road, so increase the distance between you and him whenever possible.

THE BRIDGE

You'll cross the bridge to Staunton Island at the tail end of the Show the Money mission, which is the last one you'll work for bar owner Jonnie. Visit your new home and save the game immediately.

STREET RACING

Street racing is big business in Liberty City. Earn extra cash by winning underground races. Drive to the checkered marker on your map to start your career.

You will be provided with a vehicle at the start of each race. Follow the checkpoints on your map and complete the race within the time limit.

RAMPAGE

You can find green Rampage icons in certain alleyways, often in rough sections of town. Each rampage is a [illegible] a specified quota of things in a set amount of time. Stock up on armor, because things get ugly fast here.

[illegible]

CAR CRUSHER

[illegible] You'll find your answer at the Liberty City scrapyard.

PORTLAND BEACH

[illegible]

ARE YOU TALKIN' TO ME?

Liberty City's a big town. In fact, it's even bigger on the GBA than on any console. Mull that over while you cruise the streets looking for action. It's a long way to the top of the crime world, but it's worth while for those with the guts to handle it. 🍄

INTO HEAVY METAL?

We are!

Forces of Valor® brings these battle-hardened machines to life in precision die-cast steel. Accurate down to the last weld. These heavy metal vehicles look and feel just like the real deal. Authentic weathered camouflage markings, working hatches, rolling tracks, rotating guns, cool details and removable gear. The only thing better is the real thing!

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Pokécenter

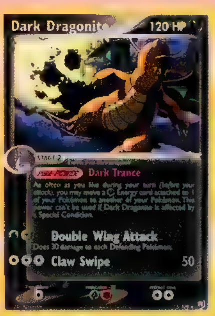
Team Rocket is stepping into the TCG limelight this month, and Colosseum Connection shows that a spectacular strategy isn't always enough without luck on your side.

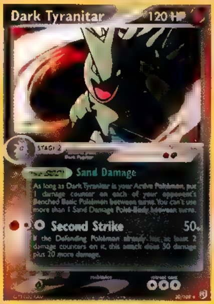
PREPARE FOR TROUBLE

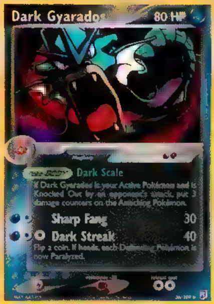
When Team Rocket caught wind of all the rare and powerful Pokémon in the Pokémon TCG: EX FireRed and LeafGreen expansion, they couldn't resist. They've gathered their forces and plan to take the TCG scene by storm with their own expansion, EX Team Rocket Returns. One thing is certain about Team Rocket's Pokémon: they're some of the most vicious we've ever seen. Their attacks and abilities are exactly what you'd expect—devious and incredibly strong. Many of this expansion's Pokémon are Dual Energy-types (often Darkness plus another type), an indication of Team Rocket's sinister influence over them. The latest expansion also introduces special Rocket's Secret Machine Trainer cards and Pokémon ☆ cards. The latter feature extremely rare Pokémon that are a different color from normal Pokémon (sometimes referred to as sparkling or shiny). Players can have only one of the coveted Pokémon ☆ cards in their deck at a time. Take a peek at the EX Team Rocket Returns cards we got our hands on. Will you succumb to your hunger for power and join Team Rocket's ranks, or will you battle to uphold justice and virtue? On November 8th, the choice will be yours.

Pokémon
TRADING CARD GAME
EX Team Rocket Returns
WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.
Pokémon
TRADING CARD GAME
EX Team Rocket Returns
WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

The EX Team Rocket Returns Pokémon will undoubtedly make formidable opponents, especially in 2-on-2 Battle. Dark Tyranitar, Dark Gyarados and Dark Dragonite are prime examples—check out their wicked 2-on-2 Battle attacks and abilities. Dark Dragonite's Double Wing Attack deals a whopping 30 damage to each of your opponent's Defending Pokémon—ouch! And Dark Gyarados's Dark Streak has the ability to paralyze both of your opponent's Active Pokémon. Dark Tyranitar's Poké-Body ability is arguably the best of the three—it allows you to put one damage counter on each of your opponent's Benched Basic Pokémon between turns. You could wipe out a competitor's team before it ever left the Bench!


Dark Dragonite
120 HP
STAGE 2
Poké-POWER
Dark Trance
As often as you like during your turn (before your attack), you may move a Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Dark Dragonite is affected by a Special Condition.
Double Wing Attack
Does 30 damage to each Defending Pokémon.
Claw Swipe
50


Dark Tyranitar
120 HP
STAGE 2
Poké-BODY
Sand Damage
As long as Dark Tyranitar is your Active Pokémon, put 1 damage counter on each of your opponent's Benched Basic Pokémon between turns. You can't use more than 1 Sand Damage Poké-Body between turns.
Second Strike
50+
If the Defending Pokémon already has at least 2 damage counters on it, this attack does 50 damage plus 20 more damage.


Dark Gyarados
80 HP
Poké-BODY
Dark Scale
If Dark Gyarados is your Active Pokémon and is Knocked Out by an opponent's attack, put 3 damage counters on the Attacking Pokémon.
Sharp Fang
30
Dark Streak
40
Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

EX BATTLE STADIUM

EX Battle Stadium is a special TCG set that will hit the streets on October 18th. It comes with everything you need to experience the thrill of competitive TCG battling, including two 60-card decks (one Blaziken-themed and one Gardevoir-themed), four 10-card sideboard kits (two for each deck) and a special strategy guide that will teach you how to modify the deck. EX Battle Stadium is ideal for intermediate TCG Trainers who strive to hone their current battle skills or learn new TCG strategies.

COLOSSEUM CONNECTION

Orre Colosseum

Level 50: Single Battle

We rarely see a team with a strategy as original as the one Katie W. from California sent us. She raised all of her Pokémon from Eggs to nurture the strongest possible Friendship with them; four of them know the Friendship-based Normal-type Return attack. We tried Katie's Return-based strategy first, but it didn't work out quite as well as we'd hoped. We opted to give her team another try by taking a more straightforward approach. Katie's team blazed through the Orre Colosseum Trainers with little difficulty, but will her team be able to hold its own in the finals?

TRAINER KATIE'S POKéMON

KINGDRA LEVEL 50
Type: Water-Dragon
Ability: Swift Swim
Held Item: Persim Berry
Moves:
Dragonbreath Return
Ice Beam Surf

FLYGON LEVEL 50
Type: Ground-Dragon
Ability: Levitate
Held Item: Shell Bell
Moves:
Crunch Earthquake
Dragon Claw Flamethrower

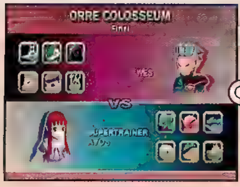
UMBREON LEVEL 50
Type: Dark
Ability: Synchronize
Held Item: Leftovers
Moves:
Psychic Shadow Ball
Return Quick Attack

NINETALES ♀ LEVEL 50
Type: Fire
Ability: Flash Fire
Held Item: Charcoal
Moves:
Attract Flamethrower
Confuse Ray Toxic

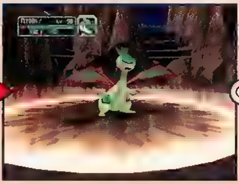
DELCATTY ♀ LEVEL 50
Type: Normal
Ability: Cute Charm
Held Item: Silk Scarf
Moves:
Attract Return
Covet Thunderbolt

MIGHTYENA LEVEL 50
Type: Dark
Ability: Intimidate
Held Item: —
Moves:
Crunch Thief
Return Take Down

LET THE FIGHT BEGIN!

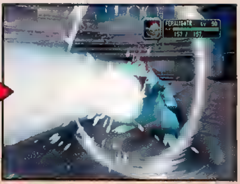


Avos's team is one of the toughest in the game. All of her Pokémon have relatively high stats and know either Earthquake or Ice Beam.

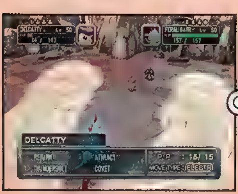


We sent out Flygon first and used its Earthquake to knock out Avos's Blaziken and Typhlosion in one hit each—Flygon was untouched.

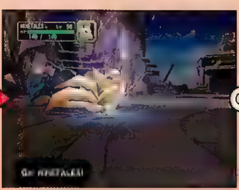
Only two rounds into the battle, we had wiped out two of Avos's Pokémon. She summoned her final Pokémon, Feraligatr. We knew that Feraligatr's Surf and Ice Beam attacks would tear Flygon apart, and our Nintetales wouldn't fare much better, so we called in our secret weapon—a female Delcatty with Attract, Thunderbolt and Cute Charm. With any luck, Avos's male Feraligatr would be so infatuated with our Delcatty that it would forget to attack!



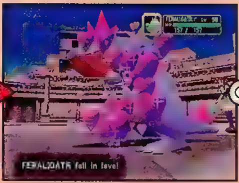
We switched out Flygon for Delcatty, who was immediately hit by an Ice Beam attack. Luckily, the hit wasn't quite enough to take out Delcatty.



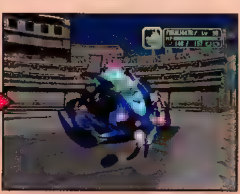
It was Delcatty's turn to attack. We chose Thunderbolt, but Feraligatr's high speed allowed it to attack first—it finished off Delcatty with Surf.



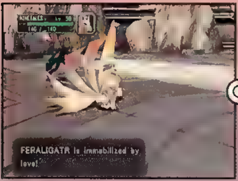
We faced a difficult decision—Flygon or Ninetales? Both are weak to at least one of Feraligatr's moves. We called upon our lovely Ninetales.



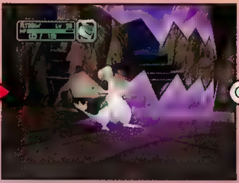
Ninetales used its vixen charms on Feraligatr and Attracted it into a lovestruck daze—that gave us the chance we needed to strike!



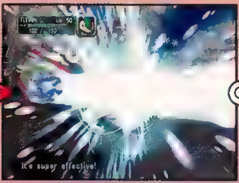
As a precaution, we spent the next two rounds of battle hitting the already lovesick Feraligatr with Ninetales's Toxic and Confuse Ray.



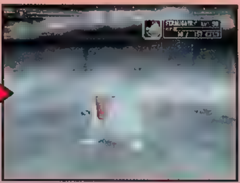
Feraligatr was poisoned, confused and immobilized by love. All we had to do now was outlast it—which would be no small feat because of its high HP.



Ninetales's Flamethrower wouldn't hurt Feraligatr much, so we swapped it for Flygon in hopes that Crunch would quicken our foe's fall.



Just when things were looking up, Feraligatr snapped out of his confusion and blasted Flygon with Ice Beam—Flygon dropped in one hit.



Ninetales was our only chance—it landed Attract again, but this time Feraligatr saw right through our plan and washed us away with Surf.

The Verdict

Katie's Return strategy didn't do quite enough damage to keep up with Avos's team, but we *almost* won the match by using a more direct approach. If Katie adds a few Pokémon that have high HP, Attack and Special Attack to her team, she'll be a force to be reckoned with!

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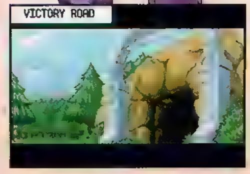
VICTORY AND ADVENTURE

In Volume 185's Pokémon FireRed and Pokémon LeafGreen strategy walk-through, we left off with defeating the final Gym Leader, Giovanni. Now that you've earned all eight Gym Badges and have caught Pokémon from Pallet Town to Cinnabar Island, it's time to put your skills as a Pokémon Trainer to the ultimate test. This month we'll challenge the Pokémon League's Elite Four and explore the mysteries of Islands Four through Seven. Let the journey begin!

So you're going to the POKéMON LEAGUE?



Route 22: Rival Battle

Your rival shares your dream of becoming the Pokémon League Champion, but there can be only one. He'll challenge you on Route 22 on your way to Victory Road. His Pokémon team will vary slightly depending on which starting Pokémon you chose (see the table to the right). Your rival's team is well-rounded—focus your strategy on type-trumping his Pokémon.

GYARADOS♂ Lv45
HP
KADABRA♂ Lv47
HP 96/ 96
▸FIGHT
BAG
POKéMON
RUN

What will KADABRA do?

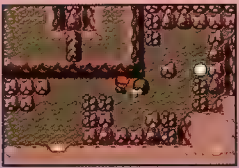
RIVAL'S POKéMON

PIDGEOT LEVEL 47 *Type:* NRM-FLY	**ALAKAZAM** LEVEL 47 *Type:* PSY	**RHYHORN** LEVEL 45 *Type:* GRD-RCK
Your Starter: BULBASAUR		
CHARIZARD LEVEL 53 *Type:* FIRE-FLY	**EXEGGCUTE** LEVEL 45 *Type:* GRS-PSY	**GYARADOS** LEVEL 45 *Type:* WTR-FLY
Your Starter: CHARMANDER		
BLASTOISE LEVEL 53 *Type:* WTR	**GROWLITHE** LEVEL 45 *Type:* FIRE	**EXEGGCUTE** LEVEL 45 *Type:* GRS-PSY
Your Starter: SQUIRTLE		
VENUSAUR LEVEL 53 *Type:* GRS-PSN	**GYARADOS** LEVEL 45 *Type:* WTR-FLY	**GROWLITHE** LEVEL 45 *Type:* FIRE

VICTORY ROAD

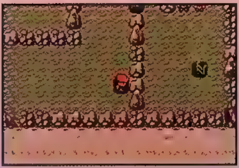
Victory Road is a multi-level cave that leads to Indigo Plateau, where the Elite Four await your challenge. The Victory Road Trainers use varying Pokémon types—bring a well-balanced party that includes a Water-, a Psychic- and a Ground-type. You'll also need a Pokémon that knows HM 04 (Strength).

MIGHTY STRENGTH



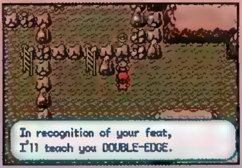
Each floor contains at least one white switch that controls a corresponding stone wall. Use Strength to push the round boulders onto the switches.

LOOK OUT BELOW!



On the third floor, push the boulder in the lower-right corner into the hole. Drop through the hole, then push the boulder left onto the switch.

GET DOUBLE-EDGE



In recognition of your feat, I'll teach you DOUBLE-EDGE.

The Trainer near Victory Road's north exit can teach one of your Pokémon Double-Edge. The devastating Normal-type move is best suited to a Pokémon with high HP.

INDIGO PLATEAU & THE ELITE FOUR

Journey north from Route 23 to reach Indigo Plateau, home of the Pokémon League. The Pokémon League building contains all the Trainer essentials: a Pokémon Center, a Pokémart and a PC. Stock up on items, save your progress and construct a team before you challenge the Elite Four—once you do, there's no turning back. You must defeat the Elite Four consecutively to reach the Pokémon Champion.

POKéMART

Full Heal	600	Max Repel	700
Full Restore	3,000	Revive	1,500
Great Ball	600	Ultra Ball	1,200
Max Potion	2,500		

Lorelei

Lorelei is a master of Ice- and Water-type Pokémon. Her team is also composed entirely of dual-types. Electric- and Grass-type moves, such as Thunderbolt and Giga Drain, will dominate most of her team. Jynx, the only exception, will fall quickly to a strong Bug- or Steel-type move.

LORELEI'S POKéMON

	Level	Type
DEWGONG	52	WTR-ICE
JYNX	54	ICE-PSY
CLOYSTER	54	WTR-ICE
LAPRAS	54	WTR-ICE
SLOWBRO	52	WTR-PSY

Bruno

Bruno's burly Pokémon team is made up of hard-hitting Fighting- and Rock-and-Ground-types—nail his team's type weaknesses to earn a swift victory. Use Water- or Grass-type attacks on his Rock-and-Ground types, and Flying- or Psychic-type moves on his Fighting-types.

BRUNO'S POKéMON

	Level	Type
ONIX	51	RCK-GRD
ONIX	54	RCK-GRD
HITMONCHAN	53	FTG
MACHAMP	56	FTG
HITMONLEE	53	FTG

Agatha

Agatha's Pokémon are all Poison-types (although some are dual-types). A speedy Psychic-type Pokémon, such as Alakazam, or a Normal-type Pokémon that knows Psychic- or Dark-type moves, such as Chansey, will KO most of her Pokémon instantly.

AGATHA'S POKéMON

	Level	Type
GENGAR	54	GHO-PSN
ARBOK	56	PSN
GOLBAT	54	PSN-FLY
GENGAR	58	GHO-PSN
HAUNTER	53	GHO-PSN

Lance

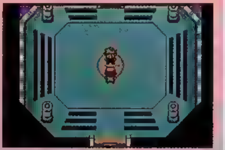
Lance's Dragon-type team is your final trial. Use Dragon-type moves or Ice-type moves such as Ice Beam to take out his three Dragon-type Pokémon. Finish off Lance's Water-and-Flying-type Gyarados and Rock-and-Flying-type Aerodactyl with Electric-type moves.

LANCE'S POKéMON

	Level	Type
GYARADOS	56	WTR-FLY
AERODACTYL	58	RCK-FLY
DRAGONAIR	54	DRG
DRAGONITE	60	DRG-FLY
DRAGONAIR	54	DRG

Champion Rival

Just when you thought you'd seen the last of your rival, you discover that he's the Pokémon Champion—now's your chance to prove who the better Trainer is once and for all. His team composition is very similar to what it was when you last battled him. Type trumping and a balanced team are crucial to your victory. It's not an easy battle, so bring plenty of Revives, Max Potions and status-curing items.



RIVAL'S POKéMON

	Level	Type
PIDGEOT	59	NRM-FLY
ALAKAZAM	57	PSY
RHYDON	59	GRD-RCK
***Your Starter:* BULBASAUR**		
CHARIZARD	63	FIRE-FLY
EXEGGUTOR	59	GRS-PSY
GYARADOS	61	WTR-FLY
***Your Starter:* CHARMANDER**		
BLASTOISE	63	WTR
ARCANINE	59	FIRE
EXEGGUTOR	61	GRS-PSY
***Your Starter:* SQUIRTLE**		
VENUSAUR	63	GRS-PSN
GYARADOS	59	WTR-FLY
ARCANINE	61	FIRE

YOUR ADVENTURE ISN'T OVER YET!

When you become the Pokémon Champion, your game will save and the credits will roll. Afterward, access your save file again—you'll appear in Pallet Town. If you've collected at least 60 species of Pokémon, Professor Oak will upgrade your Pokédex to the National Pokédex and ask you to gather even more data for him. Additionally, depending on which starter Pokémon you chose, either Entei, Suicune or Raikou will be roaming Kanto.

You have worked hard to become the new LEAGUE CHAMPION.▼

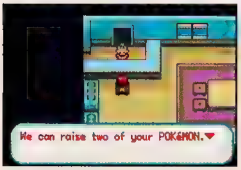
FOUR ISLAND & ICEFALL CAVE

After Professor Oak gives you the National Pokédex, board the hydroplane in Vermilion City and sail to One Island. Talk to Celio there about his latest project, then retrieve the Ruby from Mt. Ember. When you give Celio the Ruby, he'll hand you the Rainbow Pass and a new map page, and ask you to find the Sapphire for him. Once you have the Rainbow Pass, you can sail to all of the Sevii Islands. Hop aboard the hydroplane and set sail for Four Island.

POKéMART

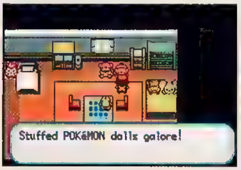
Escape Rope	550	Max Potion	2,500
Full Heal	600	Max Repel	700
Full Restore	3,000	Revive	1,500
Ice Heal	250	Ultra Ball	1,200

BREED POKéMON


We can raise two of your POKéMON.

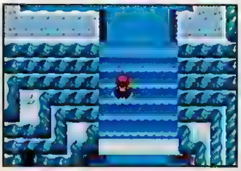
You can leave one or two of your Pokémon at Four Island's Pokémon Day Care to begin breeding Pokémon. If a Pokémon pair likes each other enough, you might return to find a Pokémon Egg.

LORELEI'S HOUSE


Stuffed POKéMON dolls galore!

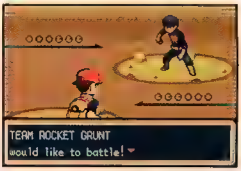
When you first enter Lorelei's house, she's nowhere to be found. Her home is adorned with an impressive collection of Pokémon Dolls. For every 25 times you enter the Hall of Fame, she'll add a new doll to her collection.

WATERFALL SURFIN'



Enter Icefall Cave, on the east side of Four Island. On level B1F, grab the Nevermeltice then climb the ladder at the bottom of the room to find HM 07 (Waterfall) on level 1F. Use it to swim up the cave's waterfall.

ROCKET INVASION

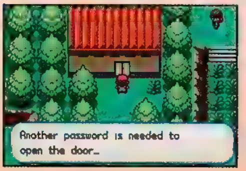

TEAM ROCKET GRUNT would like to battle!

From the crest of the waterfall, walk north through the door and help Lorelei defeat the Team Rocket Grunts. The Elite Four Trainer will return to her home once you've thwarted Team Rocket's plans.

FIVE ISLAND & MEMORIAL PILLAR

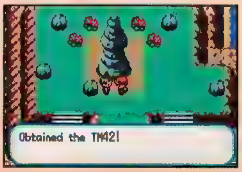
After you kick Team Rocket off of Four Island, board the hydroplane and sail to Five Island—you haven't seen the last of the Rockets yet. The infamous group of criminals has a secret warehouse on Five Island that is protected by a secret-password system. You'll also find the Memorial Pillar, a tribute to fallen Pokémon, on an island to the south. Take the time to catch some new Pokémon on Islands Four through Seven—many Pokémon that first appeared in Pokémon Gold and Silver, such as Sentret, inhabit the isles.

PASSWORD SEARCH


Another password is needed to open the door...

You must obtain two passwords before you can enter the Team Rocket Warehouse—learn one from a Team Rocket Grunt on Five Island, and the other from a researcher in Dotted Hole on Six Island.

THE OFFERING

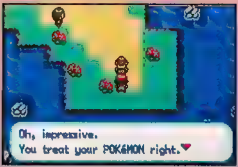

Obtained the TM42!

Surf south from Five Island to reach the Memorial Pillar. Examine the stone monument to find Lemonade. If you leave the drink there, the boy at the monument will give you TM 42 (Facade).

WATER LABYRINTH, RESORT GORGEOUS & LOST CAVE

The Water Labyrinth is a rocky ocean passage north of Five Island—Surf around the rocks to navigate the maze. Lost Cave and Resort Gorgeous, a posh vacation spot for high-society Trainers, are both in the Water Labyrinth. You can rake in the cash by defeating the Trainers at Resort Gorgeous, especially if you use the Vs. Seeker to initiate rematches. The Lost Cave is a tricky puzzle; count the stones in a room then walk through the door that corresponds to that number's position on a clock.

EGG ADOPTION

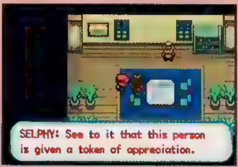

Oh, impressive.
You treat your POKéMON right.

Talk to the man on the west island in the Water Labyrinth. If you have five or fewer Pokémon in your party and your Friendship with your leading Pokémon is strong, he'll give you an egg that will hatch into Togepi.

THE SILK SCARF

The Lost Cave has 10 regular rooms and four item rooms. Use the numbers-on-a-clock strategy to navigate your way to the tenth room—battle the lost girl's Normal-type Pokémon and grab the Silk Scarf.

PEDIGREE PRIZES


SELPHY: See to it that this person is given a token of appreciation.

After you complete the Lost Cave, return to Resort Gorgeous and talk to the woman inside—she'll ask you to show her specific Pokémon. If you do as she requests, her butler will give you one of six valuable prizes.

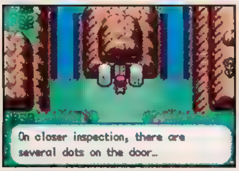
SIX ISLAND, RUIN VALLEY & DOTTED HOLE

Six Island is the least populated of the Sevii Islands, but archaeologists flock to its shores to study the mysterious Ruin Valley and Dotted Hole. Explore the Dotted Hole's depths to unveil the mysteries within—rumor has it that a rare and valuable treasure is hidden there. Additionally, you can battle several eager Trainers and catch plenty of new Pokémon on Six Island.

POKéMART

Dream Mail	50	Max Potion	2,500
Escape Rope	550	Max Repel	700
Full Heal	600	Revive	1,500
Full Restore	3,000	Ultra Ball	1,200

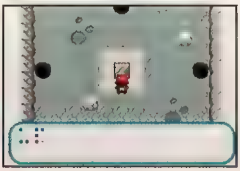
THE HIDDEN DOOR



On closer inspection, there are several dots on the door...

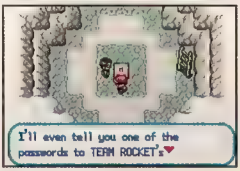
Decipher the Visual Braille message on Dotted Hole's door, then use Cut (HM 01) to reveal the entrance. If you haven't completed Icefall Cave on Four Island, the door will be blocked.

ENCRYPTED CLUES



The stone tablet on each floor bears a single word in Visual Braille. The word will tell you which hole to fall through—up, down, left or right—to reach Dotted Hole's bottom floor.

SECOND PASSWORD



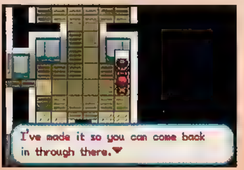
I'll even tell you one of the passwords to TEAM ROCKET's

When you reach the bottom floor, you'll find the Sapphire and a meddlesome researcher. He'll run off with the gem, but not before he tells you the second Team Rocket Warehouse password.

ROCKET WAREHOUSE

Once you've obtained both passwords, it's time to infiltrate the Team Rocket Warehouse on Five Island. Many of the Trainers inside use Poison- and Dark-type Pokémon—bring at least one Psychic- or Ground-type, and one Fighting- or Bug-type to trump their teams.

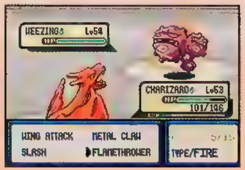
POISONOUS TRIALS



I've made it so you can come back in through there.

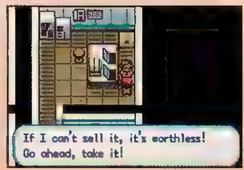
Defeat the female Team Rocket Grunt who guards the warehouse's lower-right corner; she'll turn off the one-way platforms. Her team comprises of Poison-type Pokémon that know Dark-type moves.

WEEZING'S WRATH



The Team Rocket Admin in the warehouse is significantly tougher than any of the Grunts you've battled. His Weezing is especially dangerous—it knows Shadow Ball and Thunderbolt.

NAB THE SAPPHIRE



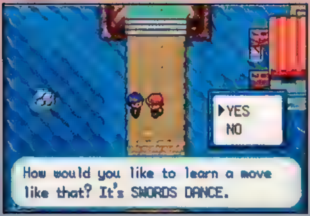
If I can't sell it, it's worthless! Go ahead, take it!

The man who stole the Sapphire is your final opponent in the warehouse. His powerful team includes Normal- and Steel-and-Electric-type Pokémon. Defeat him to earn the Sapphire, then take it to Celio.

WATER PATH, PATTERN BUSH & ALTERING CAVE

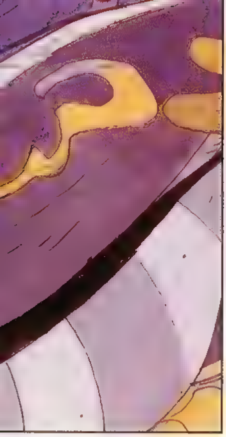
The areas north of Six Island are teeming with wild Pokémon and Trainers. Pattern Bush, located on the first large island in Water Path, is an ideal place to battle more Trainers (they use Bug-type Pokémon primarily). Pattern Bush is the only place in the game to catch a Heracross. Altering Cave is also in Water Path, but little is known about the cave. It seems deserted, but is it?

WHAT LIES AHEAD



How would you like to learn a move like that? It's SWORDS DANCE.

Seven Island, your next destination, is home to the Trainer Tower—an eight-story-tall facility where the top Pokémon Trainers hone their skills. Before you rush off to the tower, talk to the man on Seven Island's dock—he'll teach one of your Pokémon the move Swords Dance. The tower offers four battle challenges: Single, Double, Knockout and Mixed. The objectives are to defeat the Trainers and reach the top of the tower as fast as possible, and to beat your best time. The Trainers' Pokémon will always match the level of your highest-level Pokémon—make sure your team members' levels are all similar, and test your skills. Once you've explored the Sevii Islands thoroughly, even more areas await you!



FINAL FANTASY® I & II
DAWN OF SOULS

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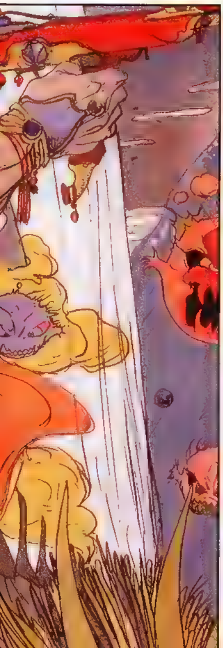
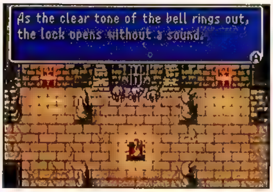
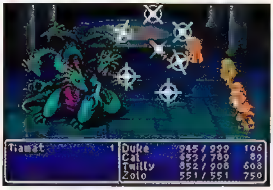
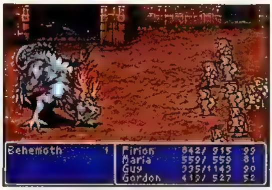
TWO CLASSIC EPICS IN ONE PORTABLE PAK. REVITALIZED GRAPHICS & SOUND. EXCLUSIVE GBA EXTRAS. A SAGA IS REBORN. . . .





As the clear tone of the bell rings out, the lock opens without a sound.





In discussing cornerstone RPG franchises, you can't go far without acknowledging Square's Final Fantasy, the most influential console RPG series of all time. The enduring powerhouse debuted in 1987 in Japan and 1990 in North America with the story of four heroes fighting to restore life to a dying world. That game and its Famicom follow-up, which was not released on the NES, now appear on a single GBA Game Pak developed by Square Enix and published by Nintendo—Dawn of Souls, due November 28th.

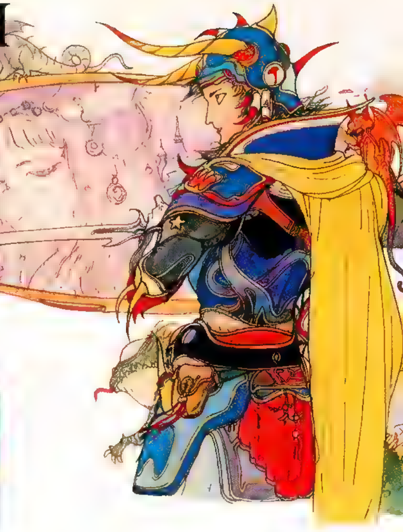
CLASSIC TALE, MODERN ART

To play the renewed versions of Final Fantasy I & II is to experience them in all of their glory for the first time. The backgrounds are especially beautiful, and they scale and rotate during flying sequences in a way that was impossible when the games were first released. The music, too, is glorious—an aural pleasure that goes well beyond the appeal of the original soundtracks.

DRAMA RUNS DEEP

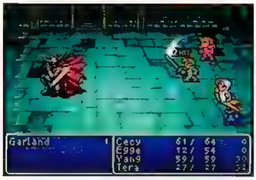
Some location names, enemy names and dialogue have changed since the NES release of Final Fantasy, but the story hasn't skipped a beat, and Square's signature sense of drama—an intangible mix of text, timing, gameplay and effects—is as vital as ever. The newly localized story for Final Fantasy II is also magnificent. The tight storytelling makes you feel real emotion for the game's animated sprites.

FINAL FANTASY I



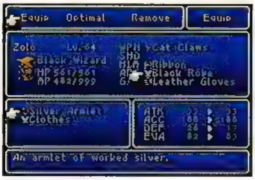
A huge hit in Japan and a major step in the right direction for console RPGs in North America, the initial release of Final Fantasy thrilled fans with its enveloping story, intense adventure and rock-solid gameplay. A quartet of heroes, selected and named by the player, searches for a way to restore life to a planet that has been sapped of its energy. The theme of humankind's connection to nature runs throughout the series and several other Square titles, such as the Secret of Mana games and the recent Sword of Mana.

Don't worry, I have something to give you in exchange. Take this potion.


Garland
Cecy 61 / 64
Egge 12 / 54
Yang 59 / 59
Tera 27 / 27

GET THE PARTY STARTED

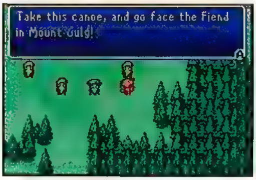
The four Warriors of Light who are destined to illuminate the darkened planet come from six selectable classes. The Warrior, Thief and Monk classes (later evolving into Knight, Ninja and Master classes, respectively) are burly fighters, though a battler in the Ninja class will eventually gain the use of magic, too. The White Mage, Black Mage and Red Mage classes (later evolving into Wizards) are primarily magic users in the white (ally protection) and black (enemy battling) arts. The Red Mage dabbles in both types of magic, but masters neither.


Equip
Optimal
Remove
Equip
Zolo
Black Wizard
HP 561/561
MP 482/999
WPN
SHD
HLM Ribbon
AR Black Robe
G. Leather Gloves
Silver Armlet
Clothes
ATK
ACC
DEF
EVA

An armlet of worked silver.

THE WORLD LIES IN RUIN

It's an old but very effective story; evil creatures are extracting life from the planet, leaving its citizens without resources. In accordance with a prophecy, four heroes appear, each holding a crystal. By defeating the oppressors, the heroes will be able to illuminate their crystals and revitalize the planet. In carrying out their quest, the Warriors of Light accumulate weapons, battle countless creatures and explore the world, first by foot, then by boat and, finally, by airship. Through ice, lava, water and a fortress in the sky, the warriors forge on until their nemesis, Chaos, is defeated.

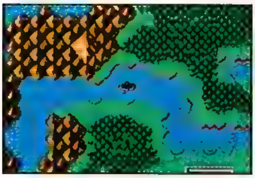


Take this canoe, and go face the Fiend in Mount Gulg!

EXPERIENCE THE START OF AN RPG CLASSIC

The new iteration of Final Fantasy I flows perfectly, with no need for story-stopping hours of character building. The levels and attributes of your party members naturally step up as you travel from town to town, from field to cave, and fight monsters in random encounters. You can use the gil that you earn from victories to buy equipment—several pieces of the same item at once if you wish—then automatically refit your characters for their optimal armor-and-weapon configuration.

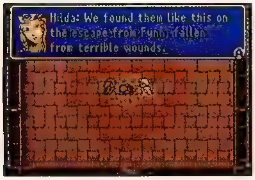
White Dragon
Cecy
Egge 107 / 212
Yang
Tera



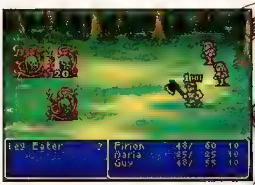
Astos
Cecy
Egge
Yang 176 / 176
Tera 103 / 103

FINAL FANTASY II

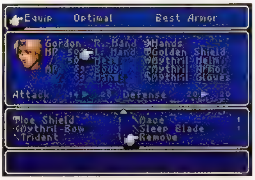
The North American Super NES game that was released in 1991 as Final Fantasy II was actually the fourth adventure in the franchise. Until recently, the second game in the Japanese series had not been released stateside. Although it originally saw the light of day only a year after the first Final Fantasy game appeared, Final Fantasy II is a huge step in sophistication over its predecessor, featuring a more complex story and a different take on character building that focuses on individual attributes. With Final Fantasy II, it's clear that Square hit its stride in developing a truly dramatic role-playing experience.



Hilda: We found them like this on the escape from Fynn, fallen from terrible wounds.

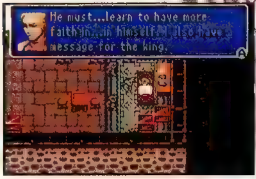

20
Leg Eater 2
Firion 48/ 60 10
Maria 25/ 25 10
Guy 48/ 55 10

FLESHED-OUT FIGHTERS


Equip Optimal Best Armor
Gordon R. Hand Hands
L. Hand Golden Shield
Head Mythril Helm
Body Mythril Armor
Hands Mythril Gloves
Attack Defense
Ice Shield
Mythril Bow
Trident
Mace
Sleep Blade
Remove

In the first adventure, you select fighters from classes and name them as you see fit. In the follow-up, the characters are preestablished and have their own attributes and default names (which you can change). The warriors don't come from defined classes, so each one is capable of both physical combat and magic use. As the adventure progresses, the team says goodbye to some members and invites new members into the fold. The tales has such a wide scope that it can't focus on a single heroic quartet. The tales of the extended cast of characters are explored more thoroughly in the game's exclusive new storyline: the Soul of Rebirth.

THE EMPIRE STRIKES

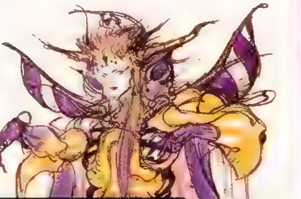


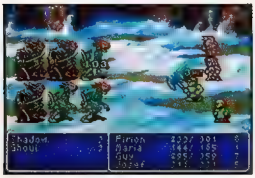
He must...learn to have more faith in...in himself. I also have a message for the king.

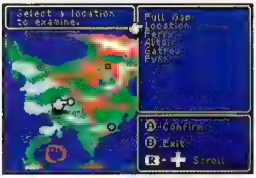
In the world of Final Fantasy, periods of calm are short-lived. The boot that crushes hopes for peace in Final Fantasy II belongs to the emperor of Palamecia, who has world conquest in mind. The resistance is a rebel army that works to fight the emperor's monsters and restore the peace, no matter how fleeting it may be.

PRACTICE MAKES PERFECT

Abandoning the concept of building levels that contribute to a fighter's overall strength, Final Fantasy II makes particular weapons and magic spells stronger with repeated use. It also increases a battler's individual attributes after certain conditions are met. If a character is hit with repeated physical attacks, for example, his or her Evasion and Agility attributes will increase.

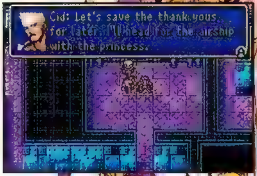



03
Shadow 3
Ghoul 2
Firion 233/ 301
Maria 144/ 155
Guy 295/ 359
Josef



Select a location to examine.

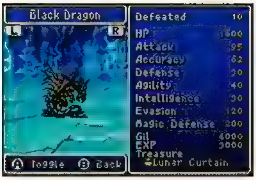
Full Map
Location
Ferry
Altair
Gatrea
Fynn
Ⓐ Confirm
Ⓑ Exit
R + ✚ Scroll



Cid: Let's save the thank-yous for later. I'll head for the airship with the princess.

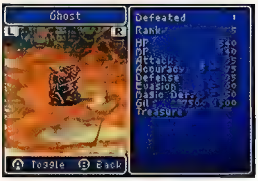
BESTIARY

As you storm through the adventures and defeat monster hordes, you can keep track of your conquests in the bestiary. The dynamically updated monster catalog lists all enemy types (from a total of 195 in Final Fantasy and 169 in Final Fantasy II) that you've faced, and displays the number of specimens of each type that you've defeated. It also reveals stats for the foes, which will help you hone your strategies for when you fight the likes of them again. A glance at the bestiary gives you a clue as to how far you've progressed in each game.



```
Black Dragon          Defeated          10
L            R        HP              1600
                      Attack            95
                      Accuracy          62
                      Defense           30
                      Agility           40
                      Intelligence      30
                      Evasion          120
                      Magic Defense    200
                      Gil             4000
                      EXP             3000
                      Treasure
Ⓐ Toggle   Ⓑ Back      Lunar Curtain
```

The stat list for each creature in the Final Fantasy I bestiary shows the monster's hit points, values for eight of its attributes and the number of gil and experience points you'll earn for beating it. The list also indicates treasure that the beast is likely to drop.



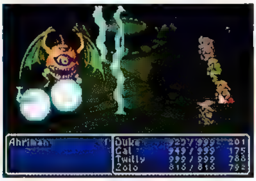
```
Ghost                 Defeated           1
L            R        Rank               5
                      HP               540
                      MP                40
                      Attack            35
                      Accuracy          75
                      Defense           25
                      Evasion           60
                      Magic Def.        50
                      Gil         750 1500
                      Treasure
Ⓐ Toggle   Ⓑ Back
```

Bestiary entries in Final Fantasy II reflect the differences that the battle system underwent after the franchise's first episode. Each creature has a basic rank, both hit points and magic points, and stats for five offensive and defensive attributes.

ADVANCED CONTENT, NEW FOR THE GBA!

Although a repackaging of the first two Final Fantasy adventures appeared last year for the PS One, Final Fantasy I & II: Dawn of Souls for the GBA makes the games portable for the first time and adds extensive never-before-seen extras. As you master Final Fantasy I, you will uncover four new dungeons filled with classic enemies. Your dominance of Final Fantasy II will let you explore an entirely new storyline.

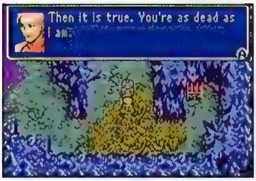
SOUL OF CHAOS



```
Ahriman     Duke    [illegible]/999  201
            Cal     949/999  175
            Twilly  999/999  788
            Zolo    816/816  792
```

Statues of the legendary Four Fiends are scattered over the Final Fantasy landscape. After you defeat each fiend, its statue will collapse, revealing the entrance to a cave. Inside, you'll fight bosses from several games in the Final Fantasy series.

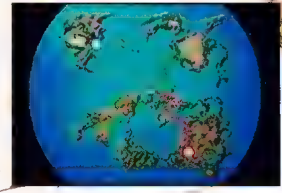
SOUL OF REBIRTH



Then it is true. You're as dead as I am.

Major characters meet their end while taking on the evil forces in Final Fantasy II. After you've completed the initial game, the Soul of Rebirth storyline will let you experience the adventures of the downed characters and delve deeper into the story.

TWIN WORLDS OF ADVENTURE AWAIT!



Never one to disappoint, the Final Fantasy RPG adventure series makes a stunning debut on the GBA. Two huge epics full of heroes, villains, monsters and magic spells unfold in a single sensational Game Pak. The graphics are better than ever, the music is moving and the stories are as great as they've always been. Dawn of Souls is far more than a reissue—it's a new experience that will delight both Final Fantasy veterans and newcomers alike. 🍄

AMAZING SPEED!
INCREDIBLE STUNTS!
FIERCE POWER!
134
AWESOME MULTI-PLAYER ACTION
Ballistik
CUSTOMIZE YOUR CAR BY COLOR, WHEELS, AND DECALS
80
30 OF THE MOST POPULAR HOT WHEELS® CARS
Hot Wheels
STUNT TRACK CHALLENGE

EVERYONE
E
CONTENT RATED BY ESRB
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Kirby™ & The AMAZING MIRROR

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Cartoon Violence

© 2004 HAL Laboratory, Inc./
Nintendo Developed by Flagship

PREPARE FOR A KIRBY GAME OF SUCH EPIC PROPORTIONS, YOU'LL NEED FOUR TIMES THE KIRBY POWER TO COMPLETE IT!

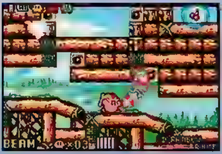
Mirror World Adventure

In an unfortunate turn of events, Kirby was split into four versions of himself. To make matters worse, the mirror was shattered and the pieces are missing. Now it's up to the four Kirbys to search the Mirror World's nine areas to recover the mirror's shards. Explore on your own, or cooperate with up to three friends.

Copycat Kirby

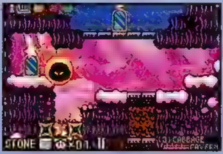
The Mirror World's areas interconnect through an intricate system of mirror gates. Each area contains dozens of puzzles that will require you to use a certain copy ability. You'll backtrack through some areas after you've obtained the copy ability you need to solve a specific puzzle. We've highlighted the game's most common puzzle elements and how to solve them.

BEAM



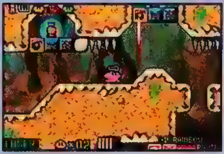
Beam Kirby can hit hard-to-reach bomb blocks that will often reveal new locations and items.

STONE



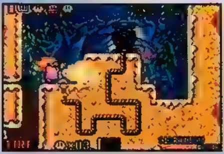
Stone Kirby can flatten any wooden posts, which usually opens up a new path.

LASER



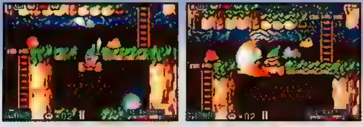
Shoot at angled walls as Laser Kirby—the beam will ricochet and destroy blocks overhead.

FIRE



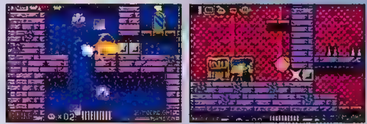
When you find a giant cannon, use Fire Kirby to ignite the fuse, then hop in—you'll be blasted to a new location or a bonus area.

SWORD OR CUTTER



Use Kirby's Sword or Cutter to sever a hanging platforms' ropes—you'll usually find a new path or cool item below.

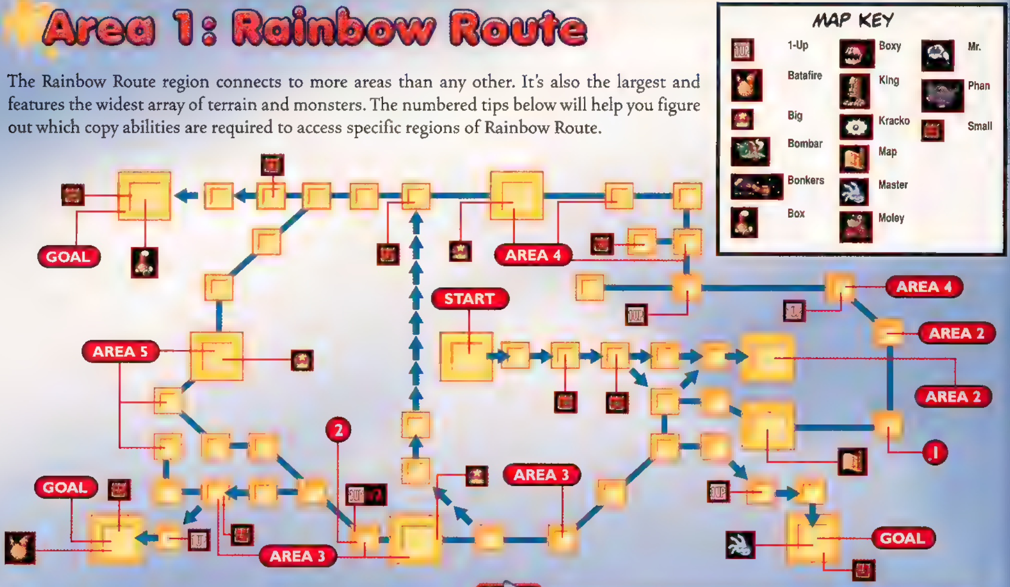
BURNING OR MISSILE



The solid gray blocks are nearly indestructible. Only Burning Kirby and Missile Kirby have what it takes to break through.

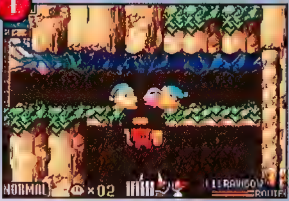
Area 1: Rainbow Route

The Rainbow Route region connects to more areas than any other. It's also the largest and features the widest array of terrain and monsters. The numbered tips below will help you figure out which copy abilities are required to access specific regions of Rainbow Route.


MAP KEY
1-Up
Batafire
Big
Bombar
Bonkers
Box
Boxy
King
Kracko
Map
Master
Moley
Mr.
Phan
Small
GOAL
AREA 4
START
AREA 5
2
AREA 4
AREA 2
AREA 2
1
AREA 3
GOAL
AREA 3
GOAL

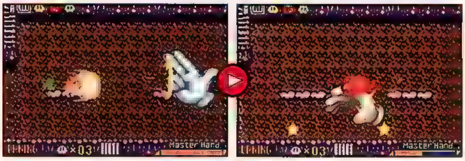
DON'T LEAVE YOUR FRIENDS HANGING

1


NORMAL
×02
RAINBOW ROUTE

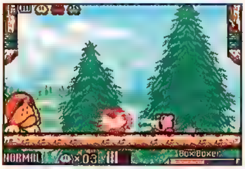
Point 1 on the map above indicates the first hanging platform you'll find in Rainbow Route. Cutter Kirby or Sword Kirby can slice the platform's rope to proceed, or you can call on your Kirby pals. If more than one Kirby stands on a hanging platform, the sheer weight will snap the rope.

MASTER HAND

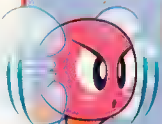

×03
Master Hand
×03
Master Hand

Rainbow Route's first miniboss is Master Hand. The glove foe will attempt to punch, shoot and grab you, but its efforts are no match for Burning Kirby; jump when Master Hand is on the opposite side of the screen and unleash a relentless midair attack.

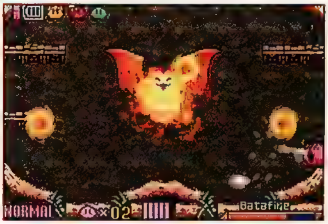
BOX BOXER


NORMAL
×03
Box Boxer

The second miniboss you'll encounter is Box Boxer. The pup will try to punch and stomp on Kirby. Inhale the stars that appear after your foe lands, and spit them back at it. You can also inhale Box Boxer's flame attack and use it as ammo.



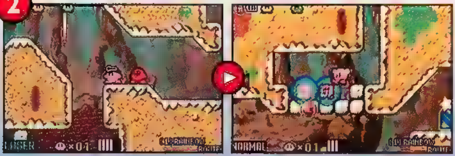
BOSS: BATAFIRE


NORMAL
×02
Batafire

Batafire is Rainbow Route's boss. Avoid touching its flame-covered body, or you'll take damage. Inhale the fireballs and shoot them at your foe. A victory will earn you the first mirror shard.

LASER-KIRBY SHARPSHOOTER

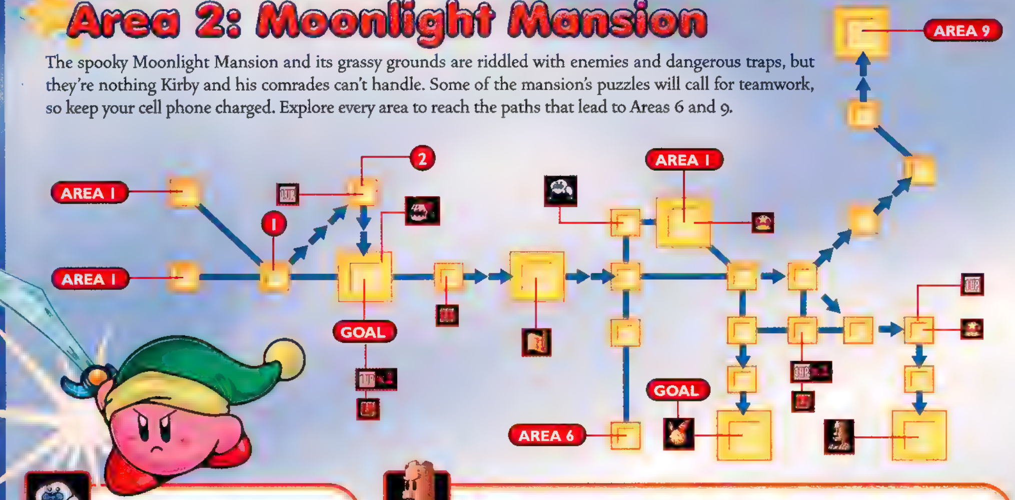
2


LASER
×01
RAINBOW ROUTE
NORMAL
×01
RAINBOW ROUTE

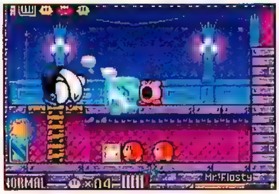
At point 2 on the map, swallow one of the Laser Balls to turn into Laser Kirby. Shoot the laser at the angled wall to the left of the entrance, then float up and right to find two 1-Ups.

Area 2: Moonlight Mansion

The spooky Moonlight Mansion and its grassy grounds are riddled with enemies and dangerous traps, but they're nothing Kirby and his comrades can't handle. Some of the mansion's puzzles will call for teamwork, so keep your cell phone charged. Explore every area to reach the paths that lead to Areas 6 and 9.

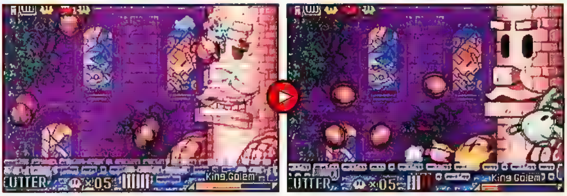

AREA 9
AREA 1
2
AREA 1
1
AREA 1
GOAL
GOAL
AREA 6

MR. FROSTY


NORMAL ×04
Mr.Frosty

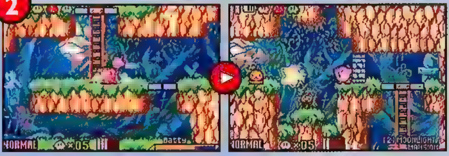
Mr. Frosty, an icy fellow with a bad attitude, will assault you with massive ice cubes and try to trample you. Avoid his attacks and inhale the ice cubes he tosses your way—spit them back at him to give him a taste of his own chilly medicine.

BOSS: KING GOLEM


CUTTER ×05
King Golem
CUTTER ×05
King Golem

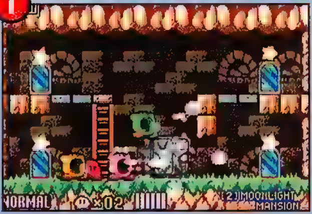
Moonlight Mansion's boss is King Golem. The battle can be tricky, so you may want to call in the troops. Avoid the boulders and regular Golems, and hit King Golem with your copy ability or inhaled stones. Cutter Kirby will slice and dice the king and his subjects to bits. Defeat King Golem to earn the second mirror shard.

2 LET YOUR ENEMIES DO THE WORK


NORMAL ×05
NORMAL ×05
2 MOONLIGHT MANSION

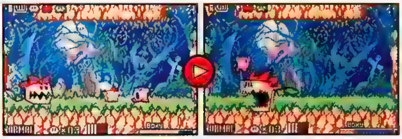
If you're playing the game alone, inhale an enemy at point 2 on the map then hop to the platform next to the stone wall. Shoot the enemy at the small switch to the left of the wall to lower it.

1 HEAVE-HO TEAMWORK


NORMAL ×02
2 MOONLIGHT MANSION

The Heave Ho Block at point 1 on the map is too heavy for Kirby to move by himself. Use the cell phone to summon the other Kirbys, then perform a cooperative Super Inhale to pull the Heave Ho Block away from the mirrors on the right side of the room.

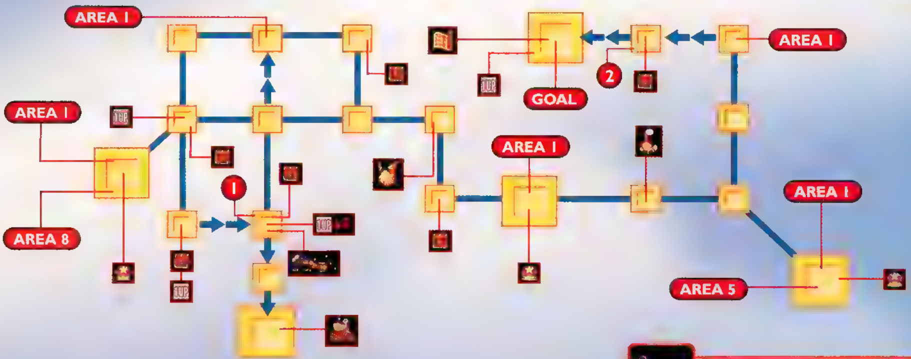
BOXY


NORMAL ×03
Boxy
NORMAL ×03
Boxy

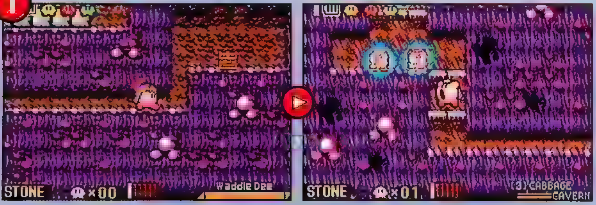
Boxy will take every opportunity to chomp you, so be on your toes. Beware of her gifts, too—some of them will open to reveal bombs and other nasty surprises. Inhale the presents and shoot them back at her.

Area 3: Cabbage Cavern

Your next destination will take you deep beneath the surface of the mirror world in search of the third Amazing Mirror shard. Cabbage Cavern is a winding labyrinth of underground tunnels, narrow passages and bottomless pits. You'll also face a few returning minibosses—their locations are pinpointed on the map below.

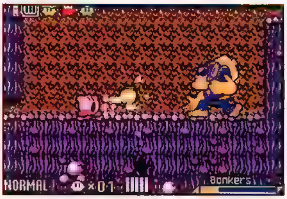

AREA 1
AREA 1
AREA 8
1
GOAL
2
AREA 1
AREA 1
AREA 1
AREA 5

① SECRET TREASURE AND 1-UP STASH


STONE ×00
Waddle Dee
STONE ×01
(3) CABBAGE CAVERN

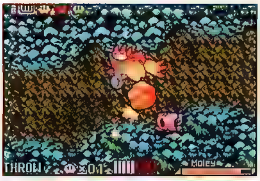
Only Stone Kirby—or Master Kirby after you finish the game—can flatten the post and reach the mirror that leads to the east entrance at point 1 on the map. Follow the narrow passage right to a treasure chest, then float up and left to find two 1-Ups. Once you've jumped to the platform where the 1-Ups are, you'll be unable reach the southern path—you must backtrack.

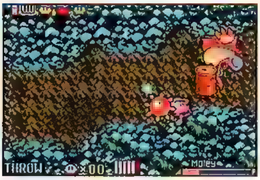
BONKERS

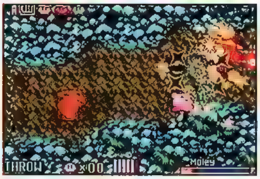

NORMAL ×01
Bonkers

Bonkers is the only Cabbage Cavern miniboss that you haven't encountered before. The hammer-wielding ape will toss exploding nuts at you and attempt to smash you with his mighty mallet. Inhale the nuts and spit them back at Bonkers to take him out.

BOSS: MOLEY

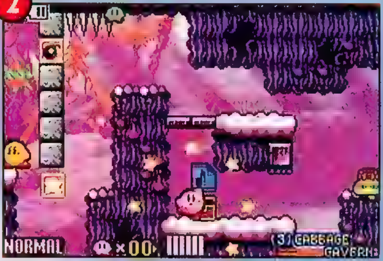

THROW ×01
Moley


THROW ×00
Moley


THROW ×00
Moley

Moley is challenging to take on by yourself—call your pals at the beginning of the battle to increase your force. The subterranean beast will pop out of the ceiling or floor and throw an array of harmful items at you, including boulders, steel drums and bombs. Inhale the objects and spit them back to damage your foe. Vanquish Moley to obtain the third Amazing Mirror shard.

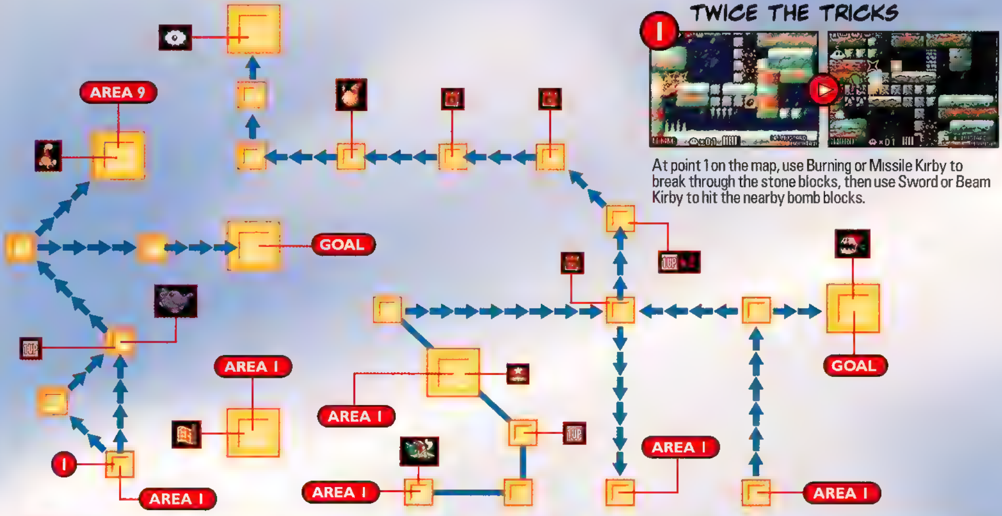
② NOTEWORTHY TREASURE


NORMAL ×00
(3) CABBAGE CAVERN

Some treasure chests hold unique collectibles. The chest at point 2, for instance, contains one of the notes that you can play on the Sound Player. The item is extremely difficult to get alone—have a friend activate the nearby switch for you.

Area 4: Mustard Mountain

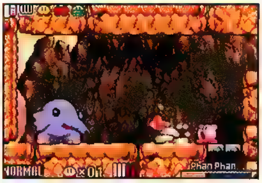
Most of Mustard Mountain's paths are one-way only—once you step into the corresponding path's mirror, you can't walk back through it. You'll be required to visit many of Mustard Mountain's regions several times to explore the area entirely.



TWICE THE TRICKS

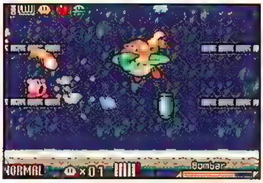
At point 1 on the map, use Burning or Missile Kirby to break through the stone blocks, then use Sword or Beam Kirby to hit the nearby bomb blocks.

PHAN PHAN



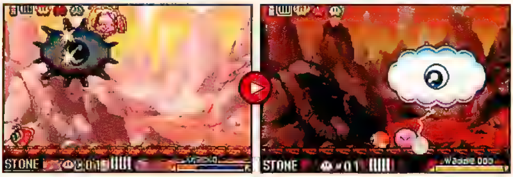
Phan Phan, the roly-poly pachyderm, will curl into a ball and roll around, flattening anything in its path. When it's rolling, take to the air for safety. Inhale the apples Phan Phan throws at you, and use them as ammunition.

BOMBAR



Bombar, Mustard Mountain's second miniboss, will dive through the air and release two types of missiles. If you don't have a copy ability, or if you lose yours during the battle, inhale the warheads and spit them at Bombar.

BOSS: KRACKO



Kracko is one of the game's toughest bosses—its lightning attack and spiky exterior are a brutal combination. Phone your Kirby teammates and attack your foe as Beam or Stone Kirby. If you lose your copy ability, borrow it back from one of the Waddle Doos your foe summons. Defeat Kracko to earn the fourth mirror shard.

Team Kirby

We've revealed only four of the nine mirror world areas—you've still got five extensive locales to delve into. And once you've repaired the Amazing Mirror, you must face the darkness within. Saving the mirror world is a daunting task for everyone's favorite pink hero, but never fear—you can conquer anything with friends by your side! 🍄

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VINTAGE IS IN! THE CLASSIC NES SERIES STRIKES BACK!

CLASSIC NES SERIES

A long time ago, in living rooms nationwide, the Nintendo Entertainment System brought the console-gaming industry back from the brink of extinction and started a new era of interactive innovation. Mario and Zelda became household names and microchip shortages caused a panic over the holiday season. Now on its second wave, the Classic NES Series for the GBA lets you relive the old times, or experience the great gameplay of the cream-of-the-crop classics for the first time. Plug in and go retro!

CASTLEVANIA

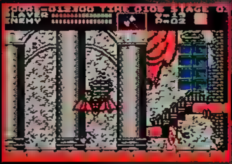
RELEASE DATE: 1987

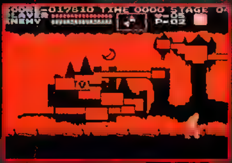
CLASSIC NES SERIES
GAME BOY ADVANCE
Castlevania
E

EVERYONE
E
Mild Fantasy Violence
CONTENT RATED BY ESRB

©1986,1987 KONAMI

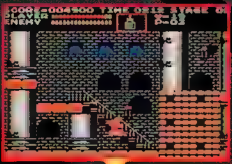
Van Helsing isn't even in the same league as vampire hunter extraordinaire Simon Belmont. Armed with a whip and a rotating arsenal of blades and explosives, Simon takes on ghosts and ghouls on his way to the ultimate duel against Dracula in a game that paved the way for 2-D fighting adventures. It's not just history that will draw you to Castlevania. It's great control, dark castle settings and genuinely challenging battles against the likes of the Frankenstein monster and the Grim Reaper. Recent GBA Castlevania releases have proven that the series is still as cool and creepy as ever, and the Classic NES original gives you a view of the adventure that started it all.





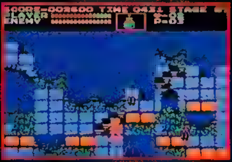
MONSTROUS MAP

Between levels, a map displays the current castle. Red rectangles represent boss encounters. The path to Dracula is linear, so you won't be able to choose your route, but the map will gauge your progress.



TREASURE TROVE

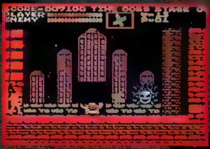
You'll expose most of the game's weapons and power-ups by whipping the ubiquitous candlesticks, but a few select items are hidden in the rock walls. If time allows, whip every wall. You might discover a life-restoring slab of meat or another useful item.



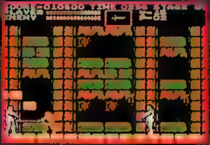
THE SECRET TO STAIRS

If you attempt to leap onto a flight of stairs, you'll fall through the staircase and, possibly, drop into a pit. Approach stairs from the first step. Press Up on the Control Pad to ascend and press Down to descend.

THAT'S SO BOSS!



- Medusa is the game's second boss. The floating head moves unpredictably. Hit it from a distance or use the Watch to stop time, then whip away.



- A pair of mummies will toss damaging bandages at you. Separate the foes and take them on individually. Life-replenishing meat is hidden in blocks on the left side of the chamber.
- Fire bombs, which you'll find in Stage 10, are your weapons of choice in the battle versus Frankenstein and Igor. Concentrate on the monster.
- If you have fire bombs, you can defeat the Grim Reaper from the middle platform before the cloaked creep can attack. If not, jump between platforms and wait for your chance.
- By hitting the leftmost candle in Dracula's room, you'll uncover fire bombs. Leap over the count's energy blasts, then counter with your own attacks.

DR. MARIO

RELEASE DATE: 1990

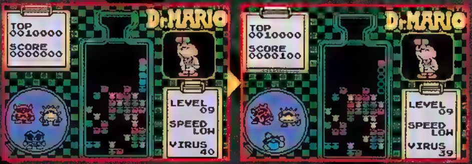
CLASSIC NES SERIES
GAME BOY ADVANCE
DR. MARIO
E

EVERYONE
E
CONTENT RATED BY ESRB

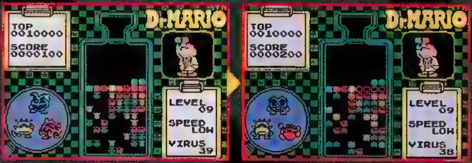
©1990 Nintendo

During cold and flu season, you can zap your bugs using powerful medicine. In 1990, Mario followed suit in his bid to join the falling-puzzle-piece game revolution. Dr. Mario challenges you to match the colors of descending capsule halves with those of menacing viruses. Lines of four matching objects disappear. As you advance, the capsules drop faster and the bugs get nastier—lots of fun for when you're healthy or sick in bed.

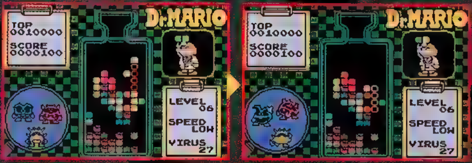
COMBO#1 The basic match has you burying a virus with capsules that match its color. A line of four zaps the bug.


TOP 0010000
SCORE 0000000
Dr. MARIO
LEVEL 09
SPEED LOW
VIRUS 40
TOP 0010000
SCORE 0000100
Dr. MARIO
LEVEL 09
SPEED LOW
VIRUS 39

COMBO#2 Vertical matches are most common, but you can make horizontal lines, too. Watch for opportunities.

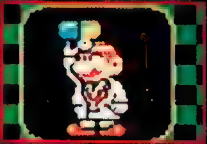

TOP 0010000
SCORE 0000100
Dr. MARIO
LEVEL 09
SPEED LOW
VIRUS 39
TOP 0010000
SCORE 0000200
Dr. MARIO
LEVEL 09
SPEED LOW
VIRUS 38

COMBO#3 Chain reactions earn bonuses. Two stacks of three, topped with a capsule of both colors make a match.


TOP 0010000
SCORE 0000100
Dr. MARIO
LEVEL 06
SPEED LOW
VIRUS 27
TOP 0010000
SCORE 0000100
Dr. MARIO
LEVEL 06
SPEED LOW
VIRUS 27

CAPSULE CLUES

- Press A to rotate capsules clockwise, and press B to rotate them counterclockwise. If you perfect both rotations, you'll save button presses when time is tight.
- The best way to clear the bottle of bugs is to work from the top down. Squash the viruses in the upper regions first to clear the field for virus hunting in the lower sections.
- At the beginning of the game, you can select the initial speed and virus level. In a two-player linked battle, you can use the virus level as a handicap for inexperienced players.



- Dr. Mario holds the next capsule that will drop. It pays to watch the doc and plan your moves one step ahead of the action on the field.

ZELDA II: THE ADVENTURE OF LINK

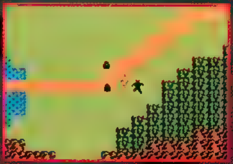
RELEASE DATE: 1988

CLASSIC NES SERIES
GAME BOY ADVANCE
ZELDA II
The Adventure of LINK
E

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

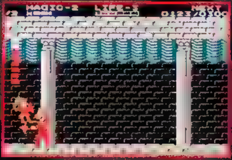
©1988 Nintendo

The second epic chapter of Nintendo's most celebrated adventure franchise combines role-playing with side-view fighting. The seven-palace ground-breaker opened to mixed reviews, but it has aged well—it's a must-have for Zelda collectors.



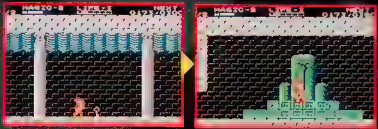
OVERWORLD CHOICES

As you're exploring the map that connects adventuring destinations, random enemies will pop up in groups. You can attempt to avoid a close-up encounter altogether, or enter a battle of your choosing.


MAGIC-2
LIFE-3

PARAPA WRAP-UP

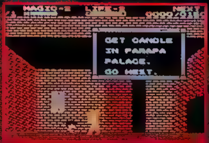
After you get the Shield spell in Raura, venture through a desert cave to Parapa Palace. There you'll find the Candle and battle Horsehead. Leap over the equine's attacks, then target its head. If you're at Attack Level 8, you'll finish the job in two swipes.


MAGIC-2
LIFE-3
MAGIC-2
LIFE-3

KEY STONES

The keys and crystals that you collect in palaces will allow you to move on. Search high and low.

ADVANCED ADVENTURE


MAGIC-2
LIFE-3
NEXT

GET CANDLE
IN PARAPA
PALACE.
GO WEST.

- You can solve many of the game's puzzles by speaking to the right people. Talk to everyone and follow their instructions. Many of their clues will lead to the acquisition of powerful magic.
- You'll get the Fairy spell by delivering Sacred Water to a woman in Mido. Use the spell to fly through door locks.
- After you place crystals in the first six palaces, the force barrier that protects the last palace will disappear.

METROID

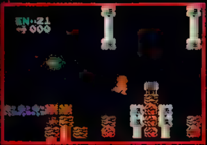
RELEASE DATE: 1987

CLASSIC NES SERIES
GAME BOY ADVANCE
METROID
E

EVERYONE
E
Mild Fantasy Violence
CONTENT RATED BY
ESRB

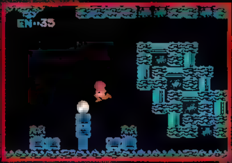
©1986-2004 Nintendo

Originally developed for the Japanese Famicom in 1986, Metroid found its audience when it debuted on the NES the following year. The game is unique for three reasons: it was among the first to use a password-based save feature (the reissue also uses a battery), it allows you to switch weapons without going to a subscreen and it has multiple endings, which reveal what was initially a secret about Samus Aran—she's a woman!



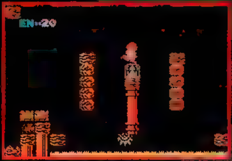
FILL 'ER UP

A journey to the far-right side of Brinstar's middle passage will get you your first Energy Tank. Each tank is capable of holding 99 energy units.



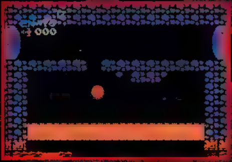
ROLL CALL

Venture to the left from the starting point and jump over a rock formation to the Round Ball upgrade (aka the Maru Mari). You can't go far without its sphere-transformation power.



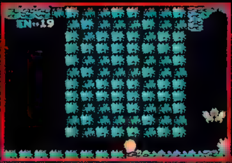
ROCKET ROUNDUP

A long journey up a blue-tinted shaft, through a passage to the right, then down a gold-colored shaft will put you on the path to your first Missile upgrade. Leap over the lava to get it.



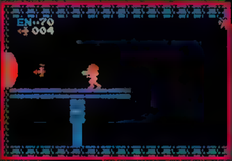
BOMBS AWAY

Not far from your first Energy Tank, you'll discover the Bomb upgrade. Use your explosives, while in Round Ball form, to defeat ground-bound enemies and open up passages that lead deep underground.



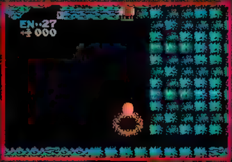
VULNER-A-BALL

Using the Round Ball, you can roll through tight passages and advance to the right of the starting point. Be careful; enemy contact is harmful and you can't fight back when you're in ball form.



FORCEFUL OPENING

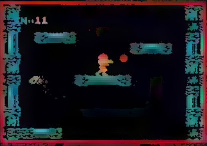
You can use your standard beam to open blue hatches, but you'll need Missiles to open red hatches. Hit each red hatch with five rockets to break the seal. When they close again, they'll turn blue.



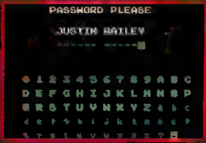
POP AND HOP

By pressing the A Button quickly and repeatedly while Samus is rolled into her Round Ball form, you can propel the adventurer into the air on a vertical line of explosives—it's the perfect way to collect a tank near the starting point.

METROID MANIA



Some defeated enemies leave floating energy spheres or Missiles. Collect them to replenish your energy supply by at least five units or your Missile supply by a minimum of two.



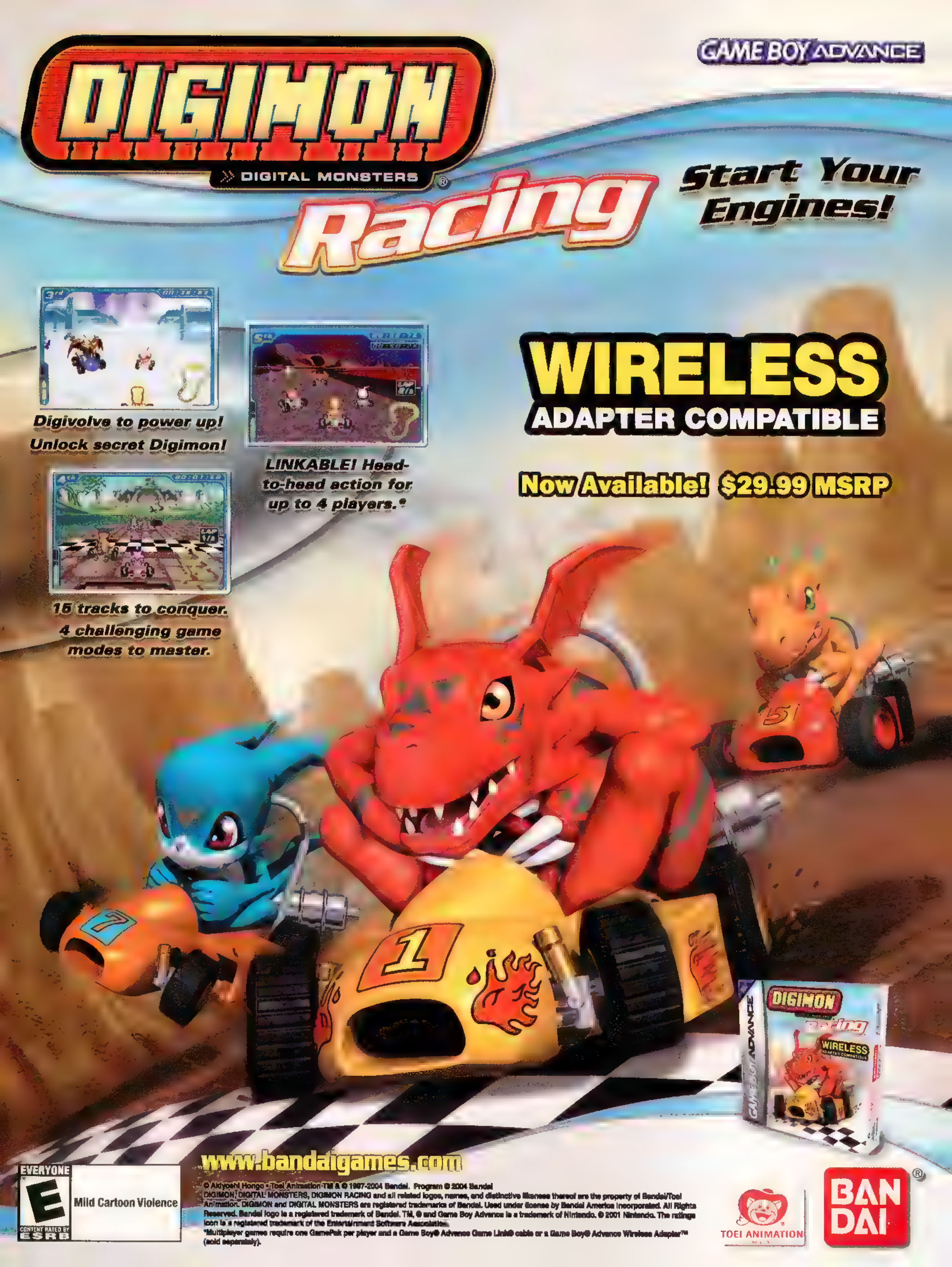
Passwords are generated after each defeat to save your general location and the status of your character—her accumulated weapons, Energy Tanks and Missiles. Most passwords are a jumbled collection of characters, but one player discovered that, coincidentally, if he entered his name on the top row, followed by dashes on the bottom row, he'd start with a pumped-up space warrior. His name was Justin Bailey.

The game has four different endings. The best ones reveal Samus's gender, showing her without her body armor or helmet. The ending that you will earn depends on how long it takes you to complete the game. Once you finish, you can start over with all the upgrades except for Energy and Missile Tanks. If you achieved the best ending, Samus will be in her new armor-free guise, but still as powerful as ever.

GAMING BEGINS WITH THE CLASSIC NES SERIES!

RETRO STYLE RULES ON THE GAME BOY ADVANCE

Retro is so in, it's taken over the GBA—the perfect way-back machine for old-school adventures and action titles. For video-game fans who value great gameplay and solid fun, there's no denying the classics. And the classics keep coming. Keep reading Nintendo Power for news on future additions to the series.



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EVERYONE
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Mild Cartoon Violence
CONTENT RATED BY ESRB

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★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

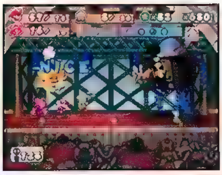
PAPER MARIO: THE THOUSAND-YEAR DOOR

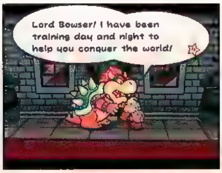
Mario may be paper-thin, but his new RPG is thick with action and laughs.

Although he's earned fame as the star of dozens of great platformers and sports titles, Mario has built an impressive library of RPGs over the years, too. What sets Mario's RPGs apart from others is their artful incorporation of action elements in turn-based battles, and loads of humor—hilarious jokes that have been written specifically for an English-speaking audience.

In the long-awaited follow-up to N64 classic Paper Mario, the 2-D hero explores a 3-D world in search of seven Crystal Stars and the answer to what's behind an ancient door. As the story progresses, Mario meets up with adventuring partners, accumulates 85 power-granting badges and battles one bad beastie after the next on a theatre stage. The better you are at executing Action Commands, which damage enemies, protect heroes and excite the theatre audience, the more spectators you will accumulate.

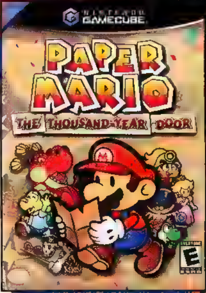
Colorful graphics add playful touches that exploit the paper-thin quality of the characters, making the game look like a living comic book with 3-D flourishes. The paper aspect works into gameplay, as well, when Mario earns the ability to fold into the shape of a paper airplane or boat.





Lord Bowser! I have been training day and night to help you conquer the world!

COMMENTS: **Steven** Hardcore RPG fans, wait for Baten Kaitos; everyone else, plan on following the most hee-haw-larious yarn spun in years. Its turn-based battle system, with its crazy influx of twitch-game control, also sets PM apart from serious RPG fare. **Steve**—With all of the great role-playing games coming out on the GCN, this is my favorite. **Alan**—The humor and story are top-notch, but the battle system is a bit one-note in the first two levels—it gets much better as you learn more moves.



- Nintendo
- 1 player

17

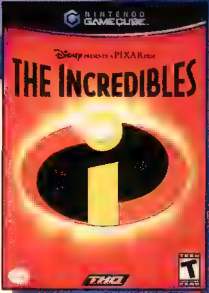
ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★½
STEVE	★★★★½
STEVEN	★★★★★

EVERYONE E CONTENT RATED BY ESRB

Mild Cartoon Violence

THE INCREDIBLES

Pixar's sharp humor and style shine in a platformer that lives up to its name.



We've come to expect amazing things from Pixar, the company that created the *Toy Story* films, *Monsters Inc.*, *Finding Nemo* and now *The Incredibles*, but the game-adaptation history of those movies is spotty. THQ's Finding Nemo for the GCN was a giant step in the right direction, and the publisher's *The Incredibles* adaptation is an even better, fully realized adventure that would be just as much fun if it weren't attached to a film. Putting you in the shoes of Mr. Incredible, Elastigirl, their son Dash and two other movie characters, the game covers all of the story's big moments in brilliantly detailed 3-D platformer levels. The characters have widely varying strengths, which they use to complete challenges, such as toppling towers, hanging from helicopters and running faster than speeding cars. Since the difficulty level is consistently easy or moderate, most players will zip through at a fast but very entertaining rate. Perfect gameplay tuning makes you feel like you're in more danger of failing than you actually are.

Scenes from the film (and artfully produced ingame cut scenes voiced by the movie cast) are scattered throughout the game, and may be a spoiler if you haven't seen the movie. But if you have seen the movie, the game is a perfect way to relive the experience and put yourself in the world of The Incredibles.

COMMENTS: **Jessica**—THQ has done a fantastic job of turning *The Incredibles* into an immersive video-game experience. Each of the playable characters has such unique moves and play control that it's like playing five separate games under one unifying story. **Chris**—The fighting is rather one-trick, even from one character to the next.

- THQ
- 1 player

10

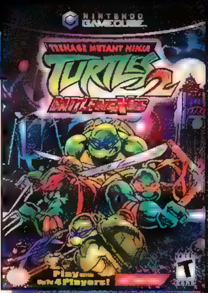
ALAN	★★★
CHRIS	★★★½
GEORGE	★★★★
JESSICA	★★★★½
SCOTT	★★★½

TEEN T CONTENT RATED BY ESRB

Cartoon Violence

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

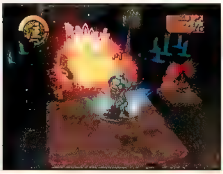
Origins are explained in the hard-shelled quartet's latest action spectacular.



Armed with their classic weapons and shuriken stars, the Teenage Mutant Ninja Turtles plow through one wave of Foot soldiers after the next in Konami's four-player fighting adventure. Shown in a 3/4-overhead view with no camera control, the game has a traditional fight-everything-then-move-on structure through 17 levels that weave around the original stories of Splinter and the Turtles. Combinations of strong attacks, weak attacks and jumps account for a total of 30 fighting moves. You can charge up your fighter for more power, double-jump, wall-jump and toss a variety of projectiles. The default control scheme is non-intuitive (relegating jumps to the X Button), but you can change the button assignments. What you can't change are the slow-to-respond controls, which will make you feel a step behind the baddies.

On the positive side, the multiplayer competitive Battle Nexus mode adds nicely to the cooperative story mode, the cartoon-worthy cut scenes tell an interesting tale and unlockable bonuses, which reveal cartoon concept art, motivate you to keep slashing through the levels.

The graphics are consistently crisp and clear, and great sound bites are provided by the actors from the animated series.



COMMENTS: **Alan**—With the exception of some nifty graphics, there isn't a single thing that Battle Nexus does right. The environments are boring, the music is guitar rock that just repeats over and over and the combat is stale. **Jessica**—Being a longtime TMNT fan, I thought the game's premise was fantastic—it follows the current TV series perfectly—but the game itself is lacking in gameplay and control. I found the GBA title to be much more enjoyable.

- Konami
- 1 to 4 players simultaneously
- 2 discs

1

ALAN	★★
CHRIS	★★
GEORGE	★★★
JESSICA	★★½
SCOTT	★★★

TEEN T CONTENT RATED BY ESRB

Mild Violence

KIRBY & THE AMAZING MIRROR

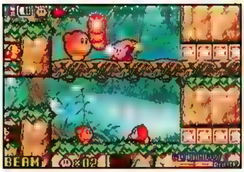
Chameleon Kirby calls on pals and enemy powers in an action classic.

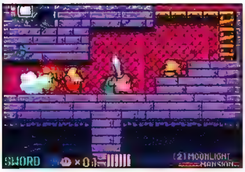
Flying and fighting, Nintendo's tough-as-nails puffball takes on a crew of humorous (but mean) foes in a wide-open platformer that recalls Kirby's Dream Land days. By consuming creatures, Kirby can take on their abilities—he can swing a blade, breathe fire, expel lasers or let loose powerful punches. He can also call on three other Kirbys to join him in the fight, as long as his cell phone has battery power. The object is to recover the eight pieces of the portal-like Amazing Mirror. As you search for the shards, you'll travel through other mirrors to far-off lands and explore branching paths. Big bosses pose a threat, but you'll always find a creative way to use a boss's weapons against him.

The adventure allows for linked cooperative play. You can also compete with another player in three subgames. Of particular note is the side-scrolling Air Ride subgame, in which you can gain speed by jumping off ramps. A collection of 40 items let you customize Kirby.

Lively graphics and responsive play control contribute to a rewarding gaming experience.

COMMENTS: **Jessica**—Kirby & The Amazing Mirror is by far the coolest Kirby game yet—the free-form multiplayer style adds a fresh spin to adventure platform games that I hope to see more of in the future. The game's puzzles, massive areas and new copy abilities create a Kirby-filled experience that's as fun as it is challenging. **Steven**—Though a bit easy, Kirby's first wholly original platforming romp on the GBA goes whole hog in the overactive-imagination department, just how Kirby fans like it.





GAME BOY ADVANCE
Kirby
& THE AMAZING MIRROR
E

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

GEORGE	★★★★½
JESSICA	★★★★½
SCOTT	★★★★
STEVE	★★★
STEVEN	★★★★

EVERYONE E CONTENT RATED BY ESRB

Mild Cartoon Violence

MARIO PINBALL LAND

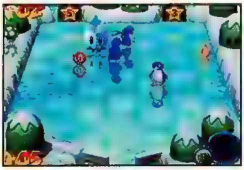
Mario is on a roll in his Mushroom Kingdom-themed flipper adventure.

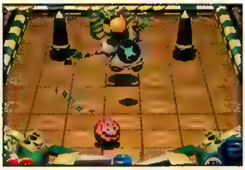
Pinball game specialist Fuse Games Limited has taken the ball and run with it in developing a perfect Mario pinball adventure. Published by Nintendo, Mario Pinball Land molds the hero into ball form and sends him bouncing through five huge sets of pinball tables; each set is based on a different Mario world. You manipulate the spherical plumber with a pair of flippers; he slams into Koopas and Boos, collects coins and opens doors by hitting triggers. With good aim, you can activate power-ups that perform a variety of tasks, such as placing a ball-blocking pipe between your flippers or adding balls in the shape of Yoshi Eggs.

The ultimate goals are to make 35 gold stars appear and to defeat a quartet of bosses. The more stars you collect, the more doors you can open. By sending Mario careening into Toad, you'll enter Toad's shop, where you can exchange coins for power-ups and chances to play minigames.

The genius of Mario Pinball Land is how well its pinball aspects are incorporated into Super Mario Bros.-style gameplay. Shy Guys hide, Koopas fall back on their shells when hit and become vulnerable to another attack, and Petey Piranha gobbles up the ball then spits it out. One board gives you passage to the next, allowing you to delve deep into a wacky world of bumpers and ramps.

COMMENTS: **Alan**—It's great for those times when you want something quick and fun. **Steven**—As a pinball-flavored adventure, the game is a little basic for my tastes, but it's still a graphically excellent outing. **Chris**—The ball is far too difficult to control, especially for the levels that require a string of high-precision shots.





GAME BOY ADVANCE
MARIO PINBALL LAND
E

- Nintendo/64 Megabits
- 1 player

ALAN	★★★½
CHRIS	★★★
GEORGE	★★★★½
SCOTT	★★★★½
STEVEN	★★★½

EVERYONE E CONTENT RATED BY ESRB

Comic Mischief

NINTENDO GAMECUBE
Tak 2 the Staff of Dreams
GAME BOY ADVANCE
Fairly OddParents Shadow Showdown
The SpongeBob SquarePants Movie
PlayStation 2
EYETOY USB CAMERA REQUIRED
Movin
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Freeze Frame Frenzy
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GAME BOY ADVANCE

EVERYONE
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ESRB CONTENT RATING www.esrb.org

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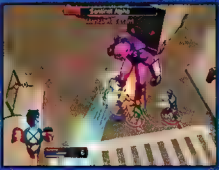
X-MEN LEGENDS

- Activision 4
- 1 to 4 players simultaneously

TEEN T CONTENT RATED BY ESRB
Blood
Violence



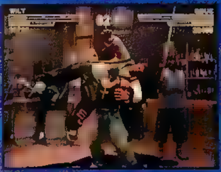
With a story based on the *Ultimate X-Men* comic book series, and an adjustable multiplayer team of four X-Men (from your choice of 15 characters), X-Men Legends is a Marvel Comics fan's dream. An RPG-style level-up system lets you build characters as you see fit. The high overhead camera ensures a good tactical view of the game's many battles, but it tends to make environments monotonous and some thin barriers difficult to see.

ALAN	★★★★½
GEORGE	★★★★
JESSICA	★★★★½
STEVE	★★★½
STEVEN	★★★★

DEF JAM: FIGHT FOR NY

- EA 6
- 1 to 4 players simultaneously

MATURE 17+ M CONTENT RATED BY ESRB
Blood
Sexual Themes
Strong Language
Violence



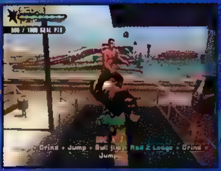
A great fighting game that's loaded with extras, Fight for NY steps up with five fighting styles that you can combine as you customize your character. You can also purchase licensed hip-hop clothes, jewelry, tattoos and hairstyles with the cash that you earn by pounding opponents. The cast of 40 stars is led by Method Man, Redman and Snoop Dogg, who's the head of the rival gang. Advanced difficulty keeps you from getting by with button mashing alone.

ALAN	★★★
CHRIS	★★★★
GEORGE	★★★★½
STEVE	★★★
STEVEN	★★★★½

TONY HAWK'S UNDERGROUND 2: WORLD DESTRUCTION TOUR

- Activision 45
- 1 to 2 players simultaneously

TEEN T CONTENT RATED BY ESRB
Blood
Crude Humor
Language
Suggestive Themes
Use of Alcohol
Violence



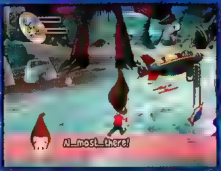
Tony Hawk and Bam Margera take on the world with a bevy of skateboarding stunts that will have you flying high and spilling often. Fifteen locations (eight of which are part of Story mode) are packed from the pavement to the rooftops with ramps, rails and obstacles—so packed that you may feel claustrophobic. Guest characters such as Ben Franklin, the THPS-style Classic mode and an incredible soundtrack of old and new hits add to the mix.

CHRIS	★★★½
GEORGE	★★★★
SCOTT	★★★★
STEVE	★★★½
STEVEN	★★★★

THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: ATTACK OF THE TWONKIES

- THQ 4
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Mild Cartoon Violence



Excellent animated sequences and TV-show-quality voice acting give Attack of the Twonkies tons of Jimmy Neutron flair. The prodigy explores 15 missions in search of items that he can use to build more than 40 creative inventions. Unfortunately, players who are looking for nonstop action will be put off by the game's slow pace. And a nonintuitive interface combined with difficult-to-decipher puzzles will frustrate everyone but boy geniuses.

ALAN	★★½
CHRIS	★★
GEORGE	★★½
JESSICA	★★½
STEVEN	★★½

FIFA SOCCER 2005

- EA 186
- 1 to 4 players simultaneously

EVERYONE E CONTENT RATED BY ESRB

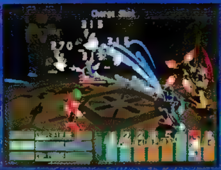
Although EA has been promoting improved play control for the 2005 edition of its excellent soccer franchise, the differences are subtle, as the control has always been near perfect. More-obvious changes are the addition of two leagues for a total of 20, and a deeper Career mode that allows you to make both large and small adjustments to your squad. You can also start to simulate a match, then jump into the action for direct control midway through.

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★★

MEGA MAN X: COMMAND MISSION

- Capcom 10
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Fantasy Violence



Exceptional cel-shaded graphics support complex cut scenes and a thick-with-character storyline in Capcom's Mega Man X RPG. If you're familiar with the X universe, you'll understand the character relationships. If you're new to the franchise, experiencing the storyline trial-by-fire style may leave you confused, but you'll have no trouble following the linear adventure. Powerful Hyper mode and Force Metals make the turn-based battling fun.

CHRIS	★★★★
GEORGE	★★★½
JESSICA	★★★½
STEVE	★★★
STEVEN	★★★½

PlayStation 2
SD
GUNDAMFORCE
SHOWDOWN!
BANDAI
GAME BOY ADVANCE
SD
GUNDAMFORCE
PlayStation®2 ve
PlayStation 2
GAME BOY ADVANCE
EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence
As seen on
CARTOON NETWORK
BANDAI

SD SUPERIOR DEFENDER GUNDAMFORCE™

Will the SD Gundam Force be able to triumph over evil? Play as Captain Gundam, Zero the Winged Knight or Bakunetsumaru and battle evil invaders with sinister plans.

CAN YOU SAVE NEOTOPIA FROM IMPENDING DOOM?

[illegible] [illegible]

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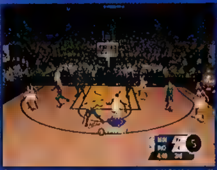
NBA LIVE 2005

- EA 275
- 1 to 4 players simultaneously

EVERYONE
E
CONTENT RATED BY ESRB



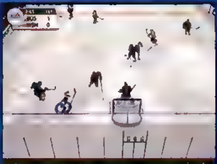
The ultimate test of a basketball game is whether it's fun one-on-one—does it work when distilled down to the basics? The answer for NBA Live 2005 is a resounding yes. When two teams are on the court, the 10-player Freestyle feature ensures that there's no unrealistic crowding under the net. Add icons that display a player's strengths, Marv Albert's fantastic announcing and an extensive Dynasty mode, and you've got a ball game.

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★

NHL 2005

- EA 224
- 1 to 4 players simultaneously

EVERYONE
E
Violence
CONTENT RATED BY ESRB



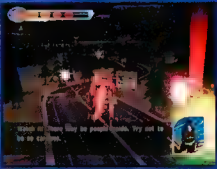
Even though NHL 2005's Dynasty mode gives you control over the small details of running an NHL franchise, such as setting ticket prices and coordinating team travel, the game doesn't lose sight of the all-important on-ice action. Hockey novices will enjoy the game's speed and heavy hits, and aficionados of the sport will appreciate the ability to set face-off formations and position players away from the puck—a great update of an established franchise.

ALAN	★★★½
CHRIS	★★★½
GEORGE	★★★★
SCOTT	★★★★
STEVE	★★★½

POWER RANGERS: DINO THUNDER

- THQ 3
- 1 player

EVERYONE
E
Fantasy Violence
CONTENT RATED BY ESRB



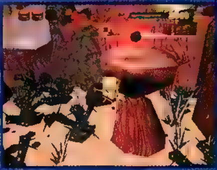
Eighteen Dino Zords band together against Mesagog's Tyrannodrones in a ripping-and-stomping display of Dino Thunder. By switching between Zords, you can take advantage of the machines' unique abilities as you explore 10 wide-open environments and blaze through 50 short missions. Although the graphics are somewhat bare, the game does a great job of showing the explosive strength of the dinosaur-inspired fighters.

ALAN	★★★½
CHRIS	★★
GEORGE	★★★½
JESSICA	★★½
STEVE	★★½

THE SPONGEBOB SQUAREPANTS MOVIE

- THQ 9
- 1 player

EVERYONE
E
Comic Mischief
Mild Cartoon Violence
CONTENT RATED BY ESRB



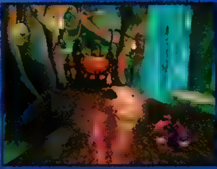
A quick pace, six loaded environments and upgradeable maneuvers make SpongeBob's latest 3-D platformer tons of hopping fun. Taking turns with pal Patrick, the hole-filled hero ventures to Shell City to find King Neptune's stolen crown. Between levels, the pair zigzags through driving courses in the Krusty Krab Patty Wagon. SpongeBob fans and action gamers looking for a good ride will enjoy this thick slice of inspired wackiness.

CHRIS	★★★½
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★
STEVEN	★★★½

TAK 2: THE STAFF OF DREAMS

- THQ 8
- 1 player

EVERYONE
E
Cartoon Violence
CONTENT RATED BY ESRB



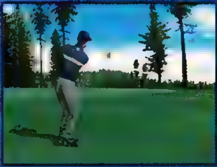
Beautifully lush environments and a gentle sense of humor have made the Tak series one to watch for platformer fans. The franchise's second installment has a darker story and shows a slightly more grown-up version of the character, but it still has plenty of light folly and moderately difficult puzzles. The challenges that have you using the behavior of animals to your advantage are particularly satisfying, as is a harrowing white-water ride in a barrel.

CHRIS	★★★★
GEORGE	★★★½
JESSICA	★★★★
STEVE	★★★★
STEVEN	★★★★½

TIGER WOODS PGA TOUR 2005

- EA 51
- 1 to 4 players alternating
- 2 discs

EVERYONE
E
CONTENT RATED BY ESRB



A new rotation of eight real courses, such as South Africa's Fancourt Estate, and three fictional courses join standbys Pebble Beach, St. Andrews and TPC at Sawgrass for another round of EA's great golfer. The Game Face II interface allows you to sculpt your duffer to minute detail, and Tiger Proofing lets you create a course that even the game's masters (Arnold Palmer and Ben Hogan, among others) will have to chew on for a while.

ALAN	★★★★
CHRIS	★★★★½
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★★

Get ready for a journey
like you've never imagined.
NINTENDO GAMECUBE
THE POLAR EXPRESS
EVERYONE
E
THQ
THE POLAR EXPRESS
The Video Game

Play alongside characters from the film

Explore the North Pole

Play rhythm games

EVERYONE

E

CONTENT RATED BY ESRB

Mild Fantasy Violence

NINTENDO GAMECUBE

PlayStation.2

GAME BOY ADVANCE

bluetongue

THQ

www.thq.com

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(s04)

TRIGGER MAN

- Crave
- 1 player

TEEN T CONTENT RATED BY ESRB

Violence

A war between crime families provides the setup for Crave's bare-bones third person shooter. Recent hard-hitting action games have focused on stealth, but that's not the case for Trigger Man. It drops you right into the fight with few options for cover, no auto-aim and limited weapons. You can't even pick up guns from downed opponents. The good news is that, at eight missions, it's short. Second Sight and Metal Gear Solid are much better choices.

[illegible]	★½
CHRIS	★½
GEORGE	★
JESSICA	★
STEVE	★½

TY THE TASMANIAN TIGER 2: BUSH RESCUE

- EA
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB

Violence

With furry fury, EA's boomerang-tossing Aussie hero, Ty, embarks on a 50-mission adventure to save the Outback from Boss Cass and his gang of lizards. An arsenal of 21 boomerangs and five mechanoid Bunyips gives you the power to overcome enemies and obstacles. An open environment allows you to explore at will, but the confusing layout will have you on walkabout. A bonus kart-racing game challenges one or two players on seven tracks.

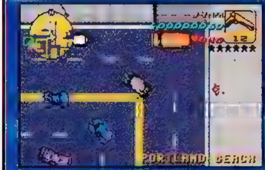
[illegible]	★★½
GEORGE	★★★
JESSICA	★★★
STEVE	★★½
STEVEN	★★★

GRAND THEFT AUTO: ADVANCE

- Rockstar/128 Megabits
- 1 player

MATURE 17+ M CONTENT RATED BY ESRB

Blood
Sexual Themes
Violence



The islands of Liberty City are your crime-committing playground in the GBA debut of the GTA series. Hundreds of driving-heavy side missions augment an all-new story that has you seeking revenge for a murder. The car-relative controls and straight overhead view make driving difficult at first, but you'll get the hang of it as you progress. The game's scope is massive, and the missions are varied and rewarding.

[illegible]	★★★★
CHRIS	★★★½
GEORGE	★★★½
JESSICA	★★★★
STEVEN	★★★★½

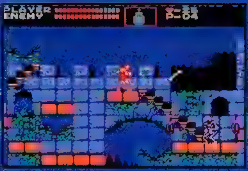
CLASSIC NES SERIES

CASTLEVANIA

- Nintendo/8 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Mild Fantasy Violence



One of the linchpins of the fighting adventure genre, Castlevania hasn't lost a step in playability or fun factor since its 1987 NES release. The play control is perfect, the enemy AI is well-tuned and the graphics are top-notch for the era. Fans of the excellent GBA Castlevania games of recent years will enjoy visiting the franchise's origins by plugging in this true groundbreaker.

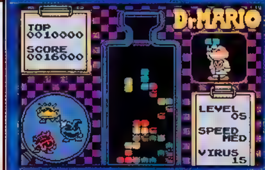
[illegible]	★★★★
GEORGE	★★★★½
SCOTT	★★★★½
STEVE	★★★★
STEVEN	★★★★

CLASSIC NES SERIES

DR. MARIO

- Nintendo/8 Megabits
- 1 to 2 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



Following the phenomenal success of Tetris on the Game Boy and NES, Mario got into the falling-puzzle-piece act with a medical-themed game that challenges you to obliterate viruses by matching them with capsules. Whereas Tetris asks you to construct solid horizontal lines from misshapen blocks, Dr. Mario's challenge is to make vertical lines of matching colors—simple, but infinitely fun.

CHRIS	★★½
GEORGE	★★★½
JESSICA	★★★★
SCOTT	★★★★
STEVEN	★★★★

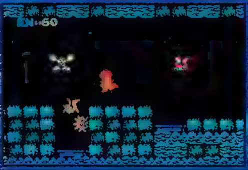
CLASSIC NES SERIES

METROID

- Nintendo/8 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

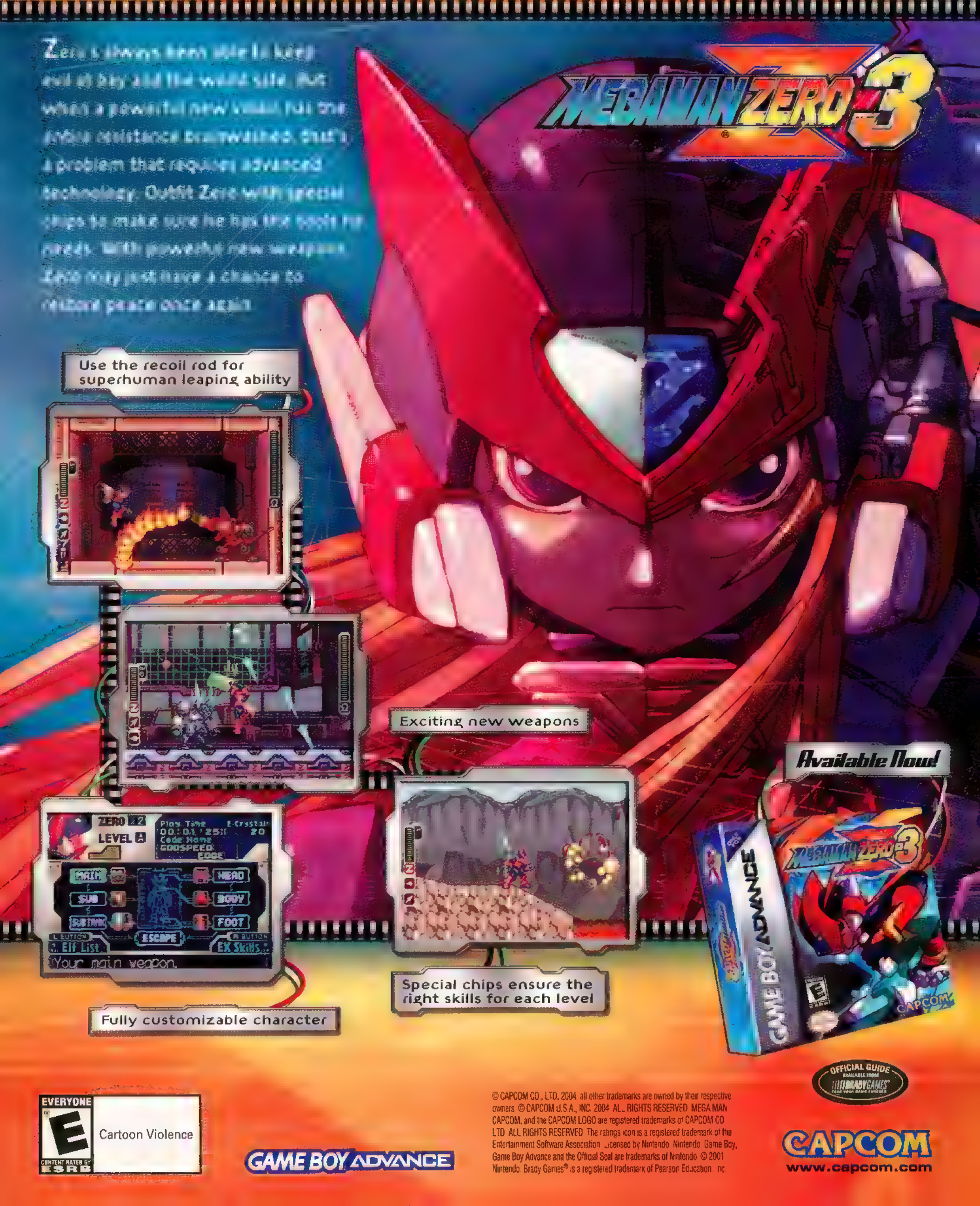
Mild Cartoon Violence



If you haven't already unlocked the game that launched the Metroid series by linking Metroid Fusion with Metroid Prime or by completing Metroid: Zero Mission, you're in for a good time in this solo-adventure pak. The deceivingly easy-to-manage control system allows you to perform amazing maneuvers with little effort, making the game a perfect primer for the rest of the Metroid series.

[illegible]	★★★★½
CHRIS	★★★
GEORGE	★★★★
SCOTT	★★★★★
STEVEN	★★★★½

MEGA MAN®... NOW FULLY CUSTOMIZABLE!


MEGAMAN ZERO® 3
Available Now!
ZERO ×2
LEVEL A
Play Time 00:01'25
E-Crystal 20
Code Name GODSPEED
EDGE
MAIN
SUB
SUB TANK
HEAD
BODY
FOOT
L BUTTON Elf List
ESCAPE
R BUTTON EX Skills
Your main weapon.
GAME BOY ADVANCE
CAPCOM
OFFICIAL GUIDE AVAILABLE FROM BRADYGAMES
EVERYONE
E
CONTENT RATED BY ESRB

Zero's always been able to keep evil at bay and the world safe. But when a powerful new villain has the global resistance brainwashed, that's a problem that requires advanced technology. Outfit Zero with special chips to make sure he has the tools he needs. With powerful new weapons Zero may just have a chance to restore peace once again.

Use the recoil rod for superhuman leaping ability

Exciting new weapons

Special chips ensure the right skills for each level

Fully customizable character

Cartoon Violence

GAME BOY ADVANCE

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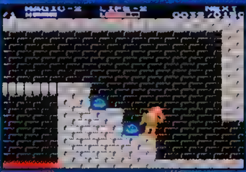
CLASSIC NES SERIES

ZELDA II: THE ADVENTURE OF LINK

- Nintendo/8 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Mild Fantasy Violence



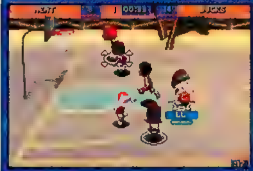
The 1988 follow-up to The Legend of Zelda offers a bold RPG-style departure from the original's overhead-view action. A maplike overworld plays host to side-view towns, dungeons and random enemy encounters. Victories earn you experience points and magic. While many Zelda fans were stunned by the departure from the first adventure, the game proved to be an entertaining and natural step in the franchise's evolution.

[illegible]	★★½
GEORGE	★★★★
JESSICA	★★★½
[illegible]	★★★★
STEVEN	★★★★

BACKYARD BASKETBALL

- Atari/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



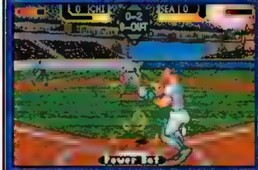
Humongous Entertainment hits the hardwood (or in this case, the concrete) for three-on-three hoops action in Backyard Basketball, published by Atari. Thirty fictional players mix it up with kid versions of 10 NBA stars, such as LeBron James, Kevin Garnett and Tim Duncan, in season or exhibition play. Three difficulty settings accommodate different player skill levels—the All-Star level is quite challenging.

[illegible]	★★★
CHRIS	★★
GEORGE	★★★½
JESSICA	★★★
STEVE	★½

CRUSHED BASEBALL

- Summitsoft/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



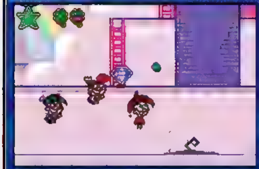
Fictional teams face off in a match of superpowered baseball pros, each possessing special-effects-laden abilities that add excitement to a game that can be slow-paced. The graphics are crisp and the announcer-voice samples, although sparse, are clear. Unfortunately, the baseball basics are lacking. A cursor-based hitting interface makes it too easy to put the ball into play, and the runners are impossible to control.

[illegible]	★½
CHRIS	★★½
GEORGE	★★
SCOTT	★★½
STEVE	★

THE FAIRLY ODDPARENTS!: SHADOW SHOWDOWN

- THQ/32 Megabits
- 1 player
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



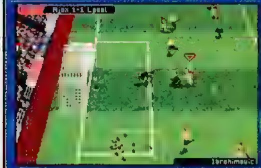
Madman Shadow is causing havoc in the fairy world, and Timmy Turner has come to its rescue. By switching control between Timmy and fairy Wanda, you can conjure your way through a new batch of side-scrolling platform levels. The diamonds with legs and the floating gremlins are creative enemies, but the overall game is less inspired and more repetitive than previous outings with Timmy and his fairy godparents.

[illegible]	★★★
GEORGE	★★
JESSICA	★★½
SCOTT	★★★
STEVE	★★

FIFA SOCCER 2005

- EA/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



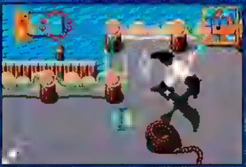
Although the wide view of the field in EA's FIFA Soccer update causes the athletes to appear small on the GBA screen, their actions are smooth and easy to control, making for an enjoyable experience. You can choose from teams in more than 20 international leagues and play single matches, run through a season or begin a multiyear career to earn prestige. Challenge mode lets you relive big moments or create your own.

[illegible]	★★★½
CHRIS	★★★½
GEORGE	★★★★
JESSICA	★★★
[illegible]	★★★★½

FINDING NEMO: THE CONTINUING ADVENTURES

- THQ/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

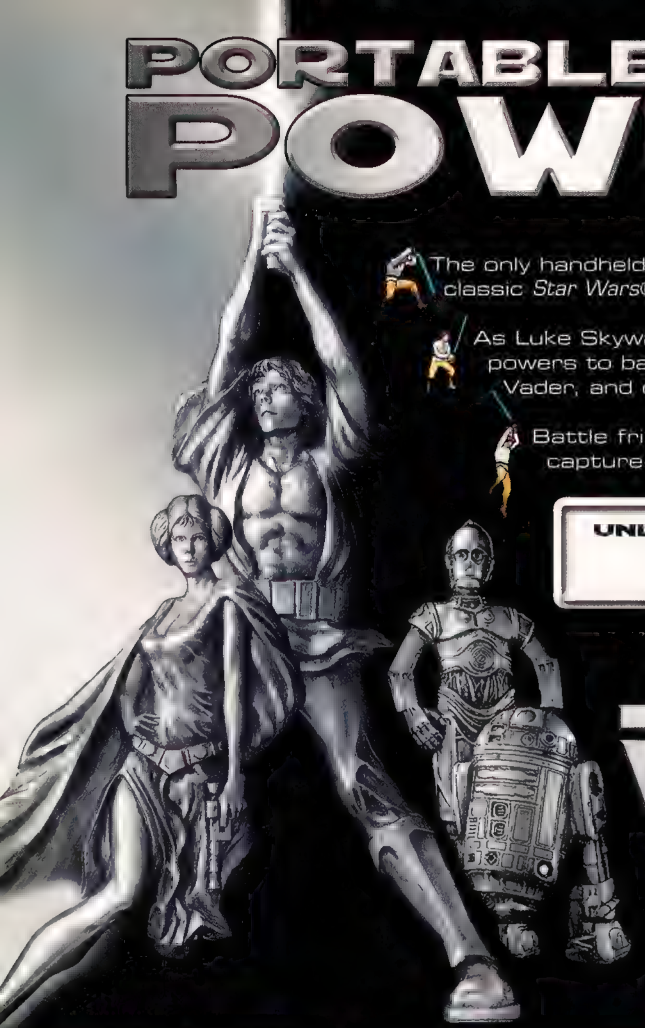
EVERYONE E CONTENT RATED BY ESRB — Mild Cartoon Violence



Seven characters from the *Finding Nemo* film participate in a Frogger-inspired journey across a garden and a busy street, followed by a collection of simple minigames. The initial stage for each character contains a subgoal that has you collecting pieces of a Nemo picture, available for viewing in the gallery. The game's colorful graphics and light difficulty are appropriate for the franchise's young fan base.

[illegible]	★
GEORGE	★★★
JESSICA	★★
STEVE	★★
STEVEN	★★★½

PORTABLE JEDI POWER



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- As Luke Skywalker, use amazing Jedi powers to battle stormtroopers, Darth Vader, and other classic *Star Wars* foes.
- Battle friends in dogfight and capture-the-flag multiplayer modes.

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STAR WARS® TRILOGY

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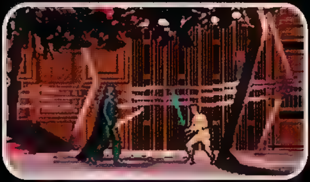

"Jam-packed with playability." - Pocket Games

EVERYONE
E
Violence
CONTENT RATED BY ESRB

LUCAS Arts

GAME BOY ADVANCE

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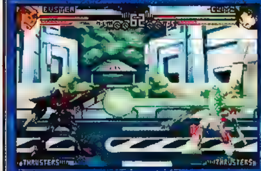
GUNDAM SEED: BATTLE ASSAULT

- Bandai/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN T
Fantasy Violence
Mild Language
CONTENT RATED BY ESRB



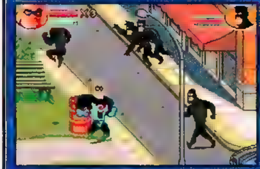
Battle Assault, one of two new Gundam titles from Bandai, is a one-on-one fight game that pits battle-suit-wearing warriors against one another. Offering 12 mobile suits from the Japanese-import TV series, the game is a strong GBA fighter with great control. Although it has seven play modes (Training, Survival and Time Trial among them), the variety amounts only to different winning conditions.

[illegible]	★★
GEORGE	★★★½
JESSICA	★★½
[illegible]	★★½
STEVEN	★★★½

THE INCREDIBLES

- THQ/64 Megabits
- 1 player

EVERYONE E
Violence
CONTENT RATED BY ESRB



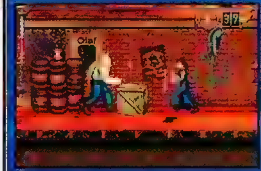
Focusing on the adventures of Mr. Incredible, and spinning off for occasional short levels with the likes of cool hero Frozone, THQ's movie adaptation is a straight-up fight-heavy platformer with limited moves and missions that throw out a few too many waves of repeated enemies. The level of difficulty and play control are well-tuned, though, and the graphics have a comic-book look that fits the subject.

[illegible]	★★★½
CHRIS	★★★
GEORGE	★★★
JESSICA	★★★½
[illegible]	★★★

LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS

- Activision/128 Megabits
- 1 player

EVERYONE E
Violence
CONTENT RATED BY ESRB



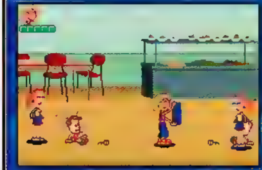
The Baudelaire children explore Count Olaf's mysterious home in a side-view adventure based on the *Lemony Snicket* film. By switching between the children, you can use their distinct abilities to solve puzzles. The need to select actions from a list of commands makes the game move at a slower pace than most platformers, but the variety gives the adventure depth. The difficulty level is suitable for players of all ages.

[illegible]	★★★★
CHRIS	★★★
GEORGE	★★★½
JESSICA	★★★
STEVEN	★★★

LIZZIE MCGUIRE 2

- Buena Vista Interactive/ 32 Megabits
- 1 player

EVERYONE E
Comic Mischief
CONTENT RATED BY ESRB



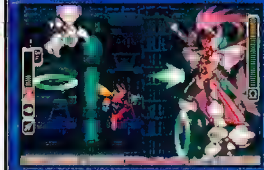
Manic cheerleaders, exploding lockers and scoops full of goo flung by the lunch lady get in the way of Lizzie McGuire's otherwise good day in a straight-ahead action sequel to the first GBA Lizzie McGuire title, which was more diary and address-book oriented. Although the controls are a little sluggish, the variety (badminton and volleyball mixed with point-A-to-point-B running and jumping levels) is impressive.

[illegible]	★★
GEORGE	★★
JESSICA	★★½
[illegible]	★★
STEVE	★★½

MEGA MAN ZERO 3

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Chip trading connectivity with Mega Man Battle Network 4 Red Sun and Blue Moon

EVERYONE E
Cartoon Violence
CONTENT RATED BY ESRB



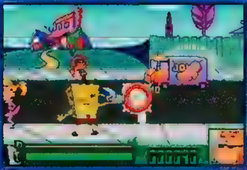
The story will seem confusing if you haven't played the previous Mega Man Zero titles, but if you're an action fan, you'll feel right at home with Mega Man Zero 3's jumping-and-shooting gameplay. By incorporating Battle Chips from the Battle Network series, and scads of robot-customizing options, the game bridges the gap between role-playing and pure platforming. A high level of difficulty will frustrate novice players.

[illegible]	★★★½
CHRIS	★★★½
GEORGE	★★★½
JESSICA	★★★★½
STEVEN	★★★★½

NICKTOONS: FREEZE FRAME FRENZY

- THQ/32 Megabits
- 1 player

EVERYONE E
CONTENT RATED BY ESRB

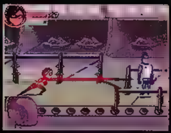


Worlds collide when Jimmy Neutron sends SpongeBob, Otto Rocket, Danny Fenton and other Nicktoons stars to each other's planets to investigate a mystery. As Dimmsdale, Bikini Bottom and three other destinations scroll by, you must guide your character past dangers and take photos. The simple gameplay is not challenging until you reach the level bosses, but the character combinations are fun for Nicktoons fans.

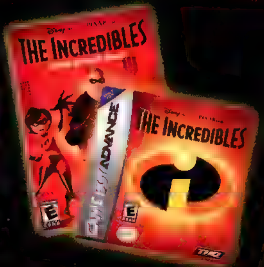
[illegible]	★★½
GEORGE	★★½
JESSICA	★★★
SCOTT	★★★
STEVEN	★★½

THE BAD GUYS WON'T KNOW WHAT HIT 'EM!

Fight tons of enemies as Mr. Incredible.



Stretch your powers to the limit as Mrs. Incredible.


THE INCREDIBLES
GAME BOY ADVANCE
THE INCREDIBLES
THQ

Use your force field to deflect an enemy's attack as Violet.

Run as fast as you can as Dash.

PC CD-ROM
Mac
GAME BOY ADVANCE

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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Disney Interactive
PIXAR ANIMATION STUDIOS
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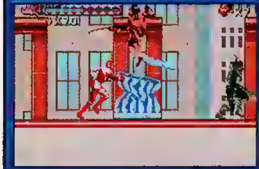
POWER RANGERS: DINO THUNDER

- THQ/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Violence



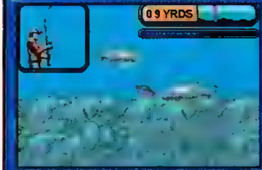
Combining Power Rangers with dinosaurs seems like a slam dunk for an enjoyable fighting platformer, but stiff control and limited moves make Power Rangers: Dino Thunder a very frustrating play. The game's 20 long levels include adventures with Red, Blue and Yellow Dino Thunder Power Rangers, along with several Megazord battles. This is a game for Power Ranger superfans only.

ALAN	★★★
CHRIS	★★½
GEORGE	★★
JESSICA	★★½
STEVEN	★★½

RAPALA PRO FISHING

- Activision/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB



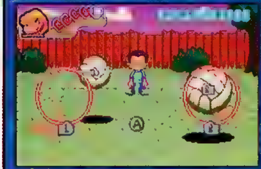
Offering fishing-quota challenges in five lakes, and an aquarium to display your catches, Rapala Pro Fishing takes an overly simplified approach to what can be a complex sport. You have a choice of five lures and can move your boat to any location in the selected lake. After you cast the lure, it's almost entirely up to luck to determine whether the mindless back-and-forth-swimming fish bite—not an engaging play.

CHRIS	★★★
GEORGE	★★
JESSICA	★★½
SCOTT	★★
STEVEN	★½

RUGRATS: ALL GROWN UP!— EXPRESS YOURSELF

- THQ/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



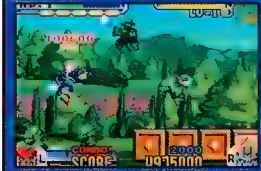
A simple side-scrolling adventure that has you gathering information from the All Grown Up! gang serves as a backdrop for a collection of eight minigames and simple PDA functions. You can customize your main page with a character and background of your choice, and link with another player to trade accessories and play minigames. The adventure's pace is slow, but the pak is loaded with features.

[illegible]	★★
GEORGE	★★★
JESSICA	★★★
STEVE	★★
STEVEN	★★

SD GUNDAM FORCE

- Bandai/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Fantasy Violence



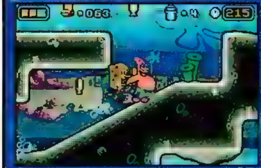
Taking a more cartoonish tact than Gundam Seed: Battle Assault, SD Gundam Force is a nutty platformer with exaggerated characters who exclaim Japanese battle cries. Some levels require you to clear all enemies to advance. Others scroll automatically, forcing you to move quickly to keep up. Humorous flourishes, such as the "Zako Zako Hour" game-over screen, add anime-style appeal.

ALAN	★★½
CHRIS	★★★
GEORGE	★★★½
STEVE	★★★
STEVEN	★★★

THE SPONGEBOB SQUAREPANTS MOVIE

- THQ/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief



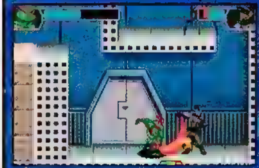
SpongeBob sets off to find Neptune's Crown and prove himself worthy for management at the Krusty Krab 2 in his fourth GBA platformer. SpongeBob and Patrick jump over gaps, break through barriers and blow bubbles at bad guys. The paths branch, giving you the freedom to explore, but some areas are more difficult to reach than they should be, making the platforming tricky at times.

CHRIS	★★½
GEORGE	★★★
JESSICA	★★½
SCOTT	★★★½
STEVE	★★★

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

- Konami/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Cartoon Violence



The follow-up to the Turtles' first variety-packed GBA title is another solid platformer with bonus races and battles for up to four linked players. The amphibious foursome fights through five big worlds, collecting crystals and pummeling foes on their way to saving robot Fugitoid from the claws of the Triceratons. Stealth, gymnastics and puzzle-solving play a role in the fast-paced fun.

ALAN	★★½
CHRIS	★★★½
GEORGE	★★★½
JESSICA	★★★½
STEVE	★★★

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CONTENT RATED BY ESRB

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THAT'S SO RAVEN

- Buena Vista Interactive/ 64 Megabits
- 1 player

EVERYONE E — Comic Mischief

The whole crew from Disney Channel hit *That's So Raven* is on hand to help the psychic student through four of the show's most popular episodes. Each five-part mission has Raven running through the school's halls in an effort to collect items and elude hall monitors and A/V club members. It's not a game for those who would be offended by jokes about A/V club members or for action gamers looking for a hardcore challenge.

ALAN	★
CHRIS	★
GEORGE	★★★
JESSICA	★★
STEVE	★

THUNDERBIRDS

- VU Games/32 Megabits
- 1 player

EVERYONE E — Mild Violence

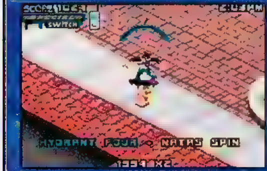
Inventive puzzles challenge you to guide a party of three (Alan Tracy, Fermat and Tin Tin) through nine locations in VU Games's movie-based adventure. Unfortunately, the isometric view and lack of polish make most of the levels unnecessarily difficult. Similarly, flight levels between adventure sequences look cool, but an angled view throws a wrench in the vehicle-piloting works.

ALAN	★★
CHRIS	★★
GEORGE	★★
SCOTT	★★½
STEVEN	★★

TONY HAWK'S UNDERGROUND 2: WORLD DESTRUCTION TOUR

- Activision/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Animated Blood



Much of the humor of the THUG 2's GCN version comes from its wild cut scenes and unusual stunts. The GBA version is lacking in both areas, and the gameplay limitations are very noticeable. However, the game's classic THPS-style arcade mode and three unlockable minigames add depth to the seven-stage story mode. The head-to-head play option delivers something that's also in the GCN version—multiplayer skating.

CHRIS	★★★★
GEORGE	★★★
SCOTT	★★★★
STEVE	★★★
STEVEN	★★★½

KEY

GCN

GBA

7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: ● ● ● ● ● ● ● ● ● ●

CHRIS: ● ● ● ● ● ● ● ● ● ●

GEORGE: ● ● ● ● ● ● ● ● ● ●

JESSICA: ● ● ● ● ● ● ● ● ● ●

SCOTT: ● ● ● ● ● ● ● ● ● ●

STEVE: ● ● ● ● ● ● ● ● ● ●

STEVEN: ● ● ● ● ● ● ● ● ● ●

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

eC Early Childhood	T Teen (13+)	AO Adult (18+)
E Everyone	M Mature (17+)	RP Rating Pending

To contact the ESRB, visit www.esrb.org.

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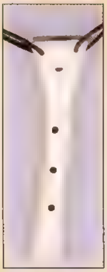

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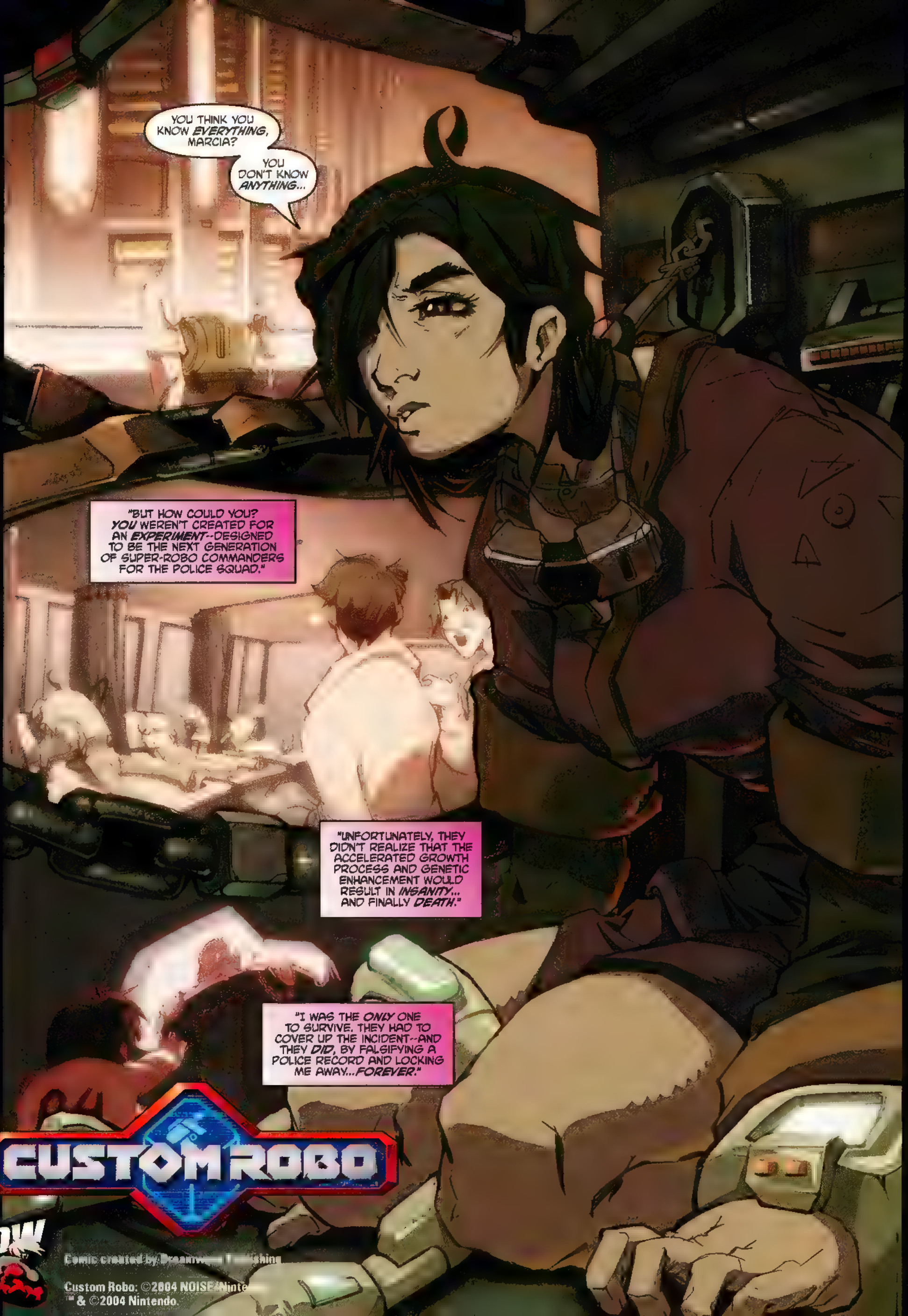
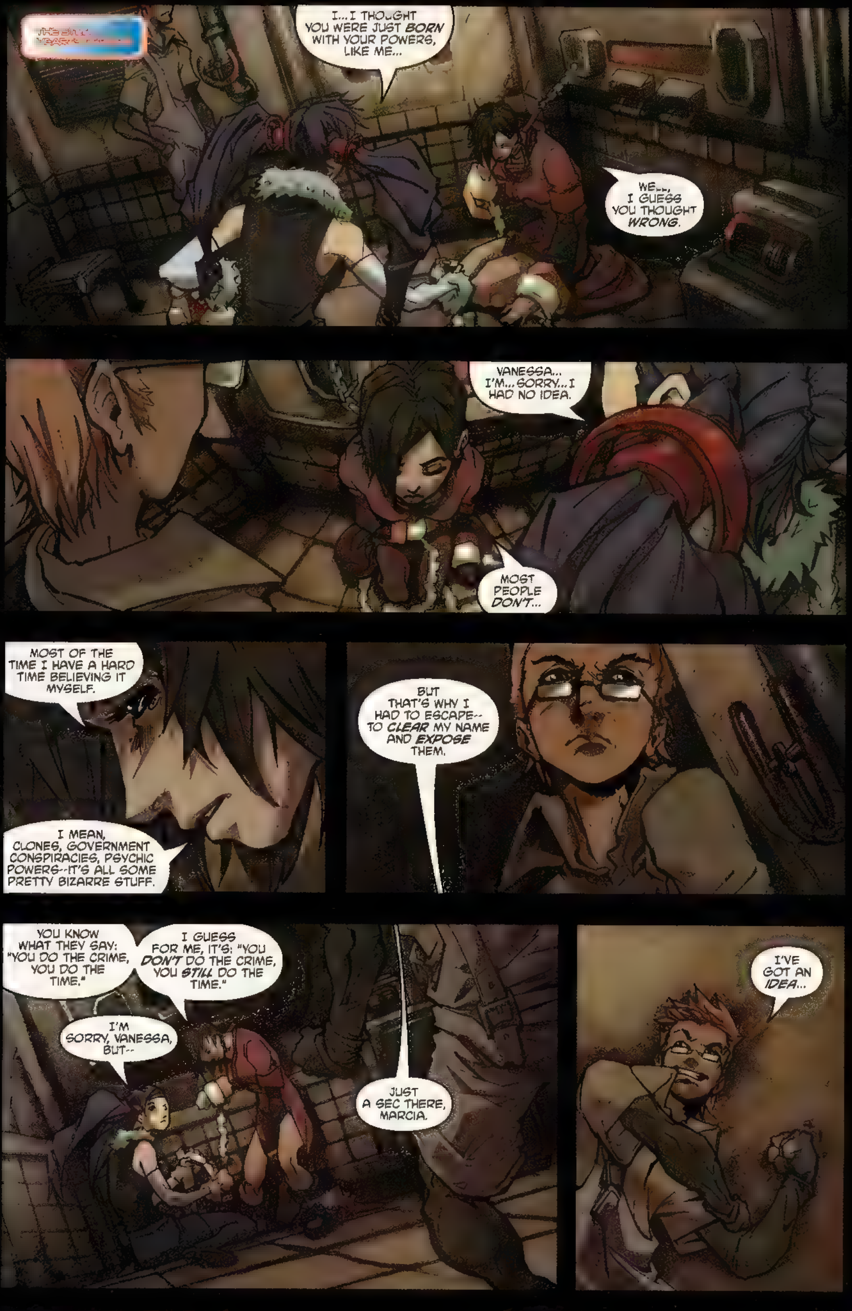
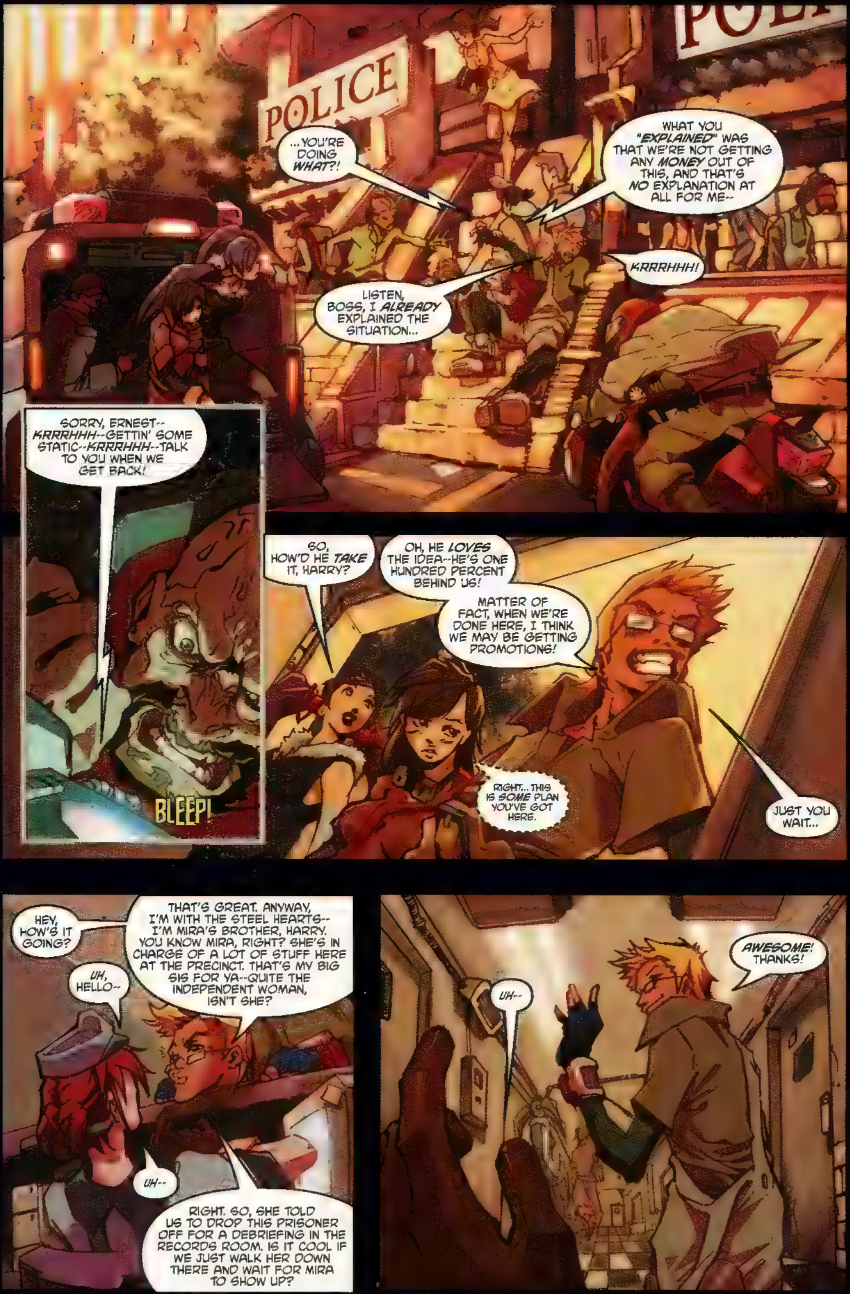
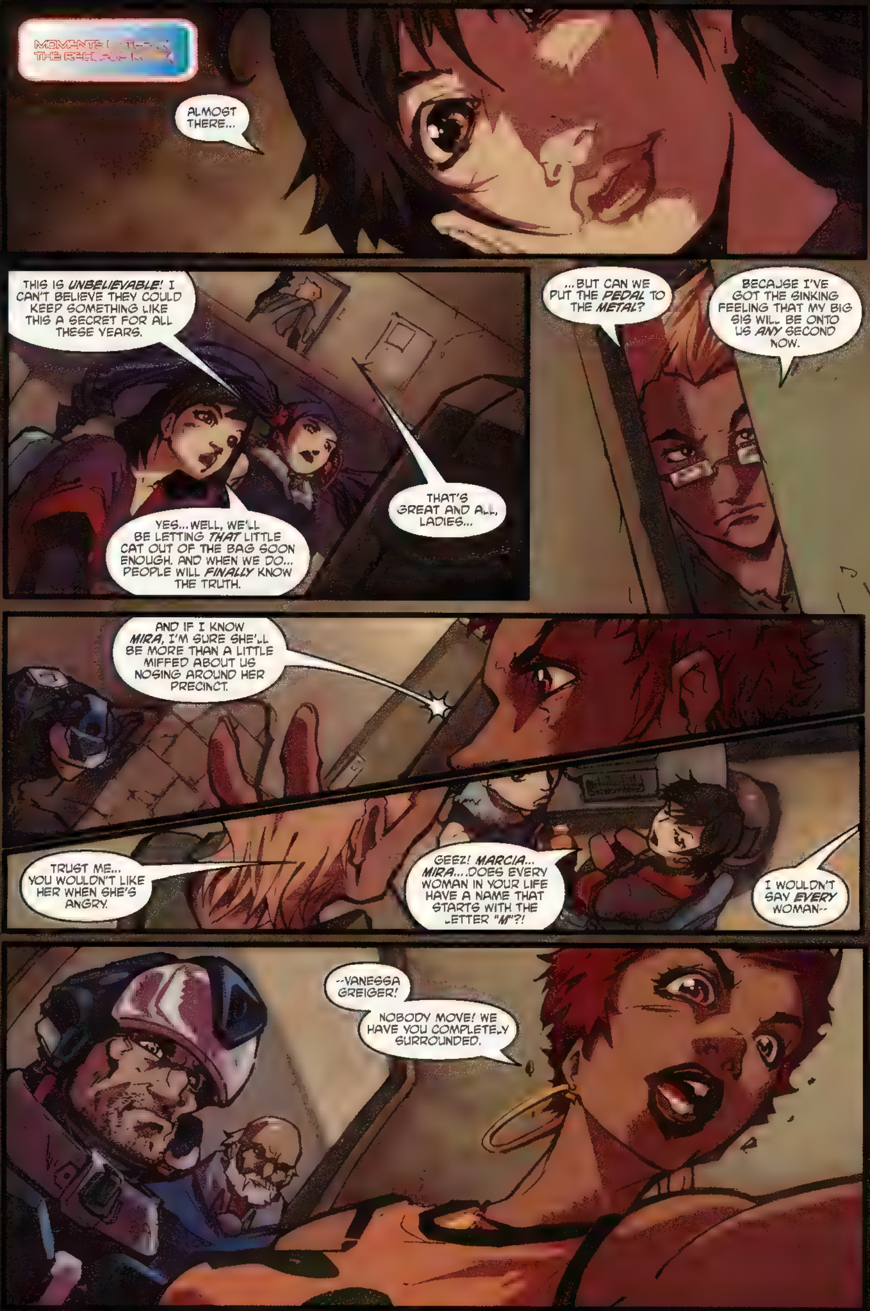

YOU THINK YOU KNOW *EVERYTHING*, MARCIA?
YOU DON'T KNOW *ANYTHING*...
"BUT HOW COULD YOU? *YOU* WEREN'T CREATED FOR AN *EXPERIMENT*--DESIGNED TO BE THE NEXT GENERATION OF SUPER-ROBO COMMANDERS FOR THE POLICE SQUAD."
"UNFORTUNATELY, THEY DIDN'T REALIZE THAT THE ACCELERATED GROWTH PROCESS AND GENETIC ENHANCEMENT WOULD RESULT IN *INSANITY*... AND FINALLY *DEATH*."
"I WAS THE *ONLY* ONE TO SURVIVE. THEY HAD TO COVER UP THE INCIDENT--AND THEY *DID*, BY FALSIFYING A POLICE RECORD AND LOCKING ME AWAY...*FOREVER*."
CUSTOM ROBO

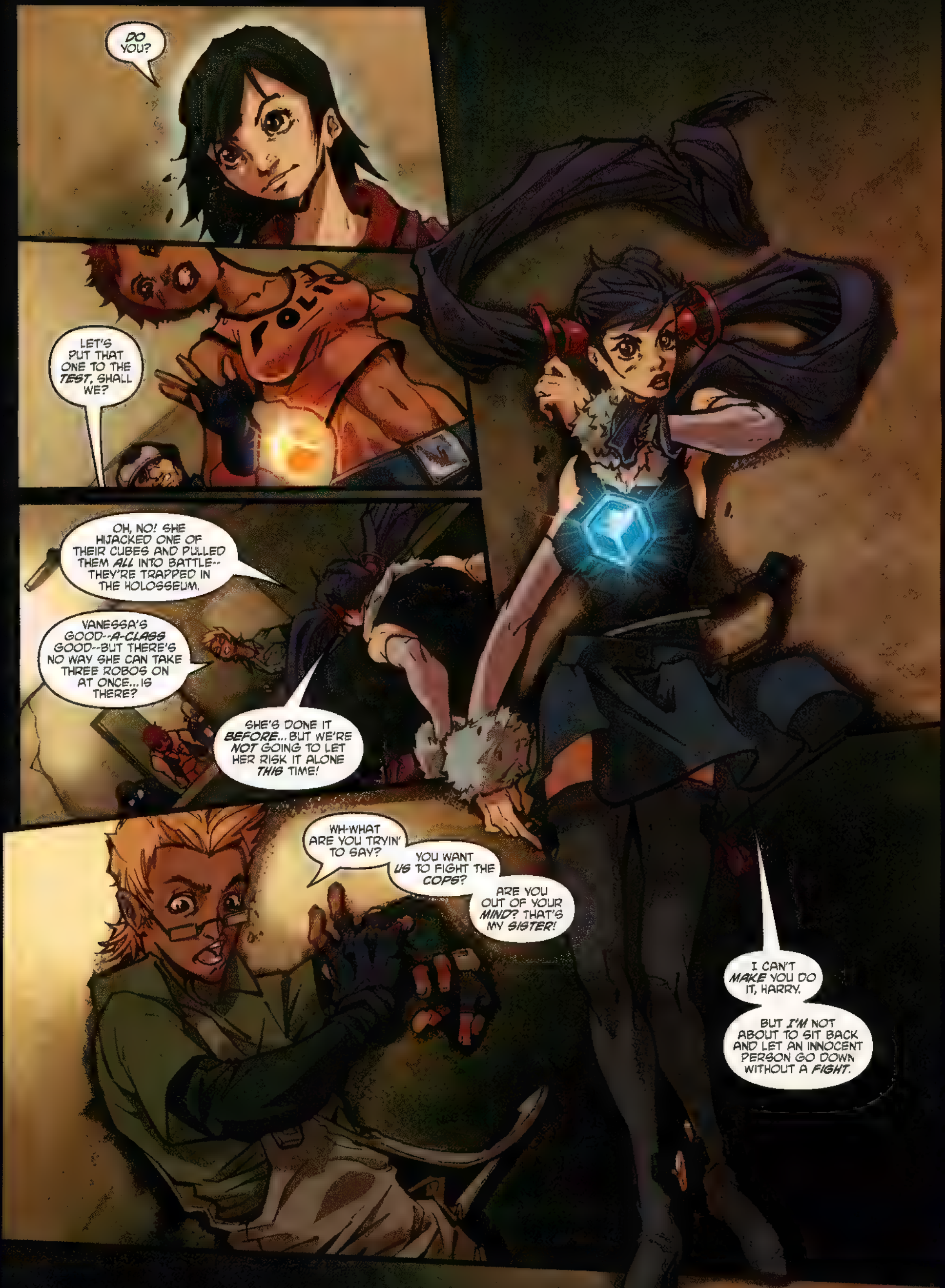
Comic created by Dreamwave Publishing

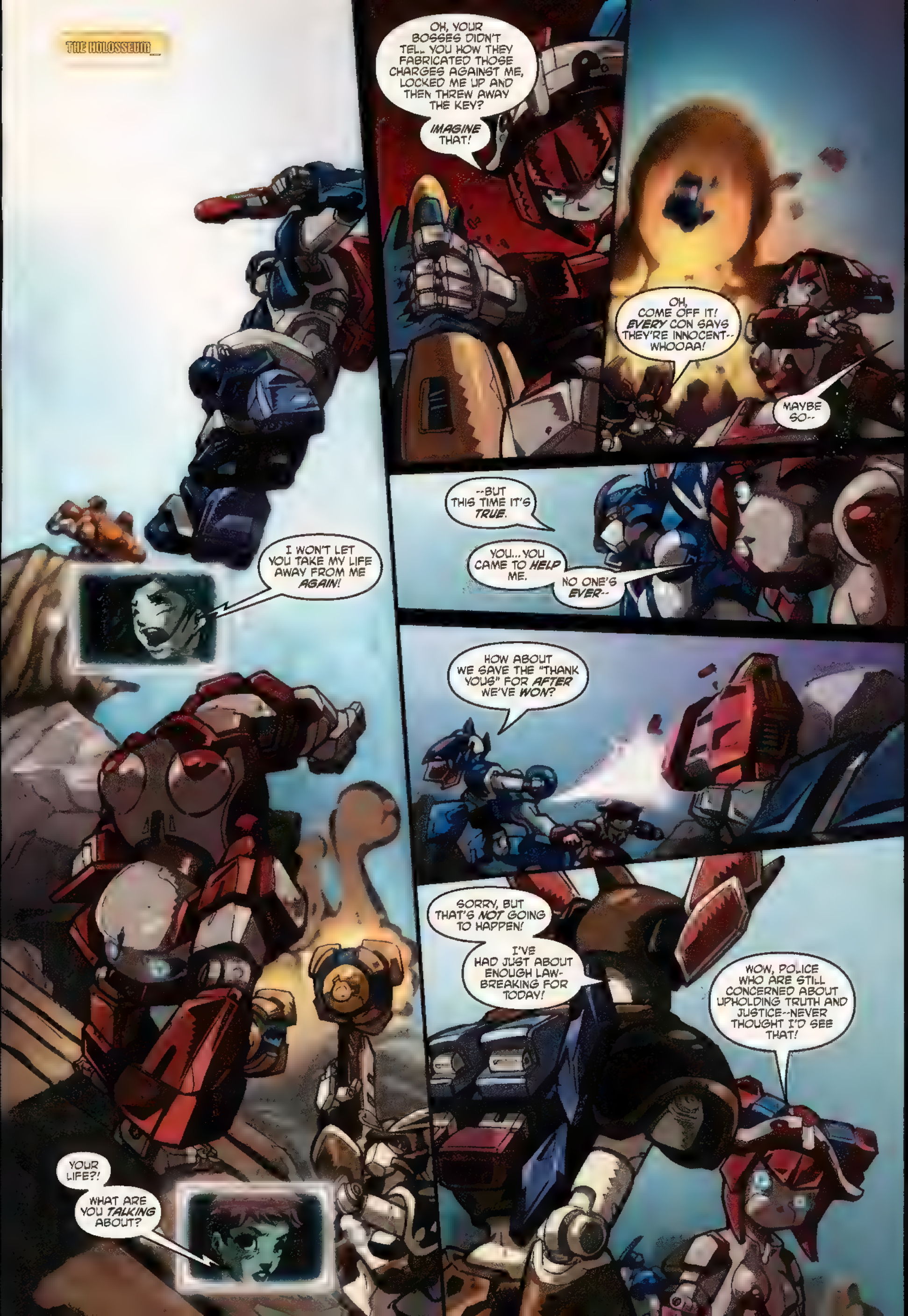
Custom Robo: ©2004 NOISE/Nintendo.
™ & ©2004 Nintendo.

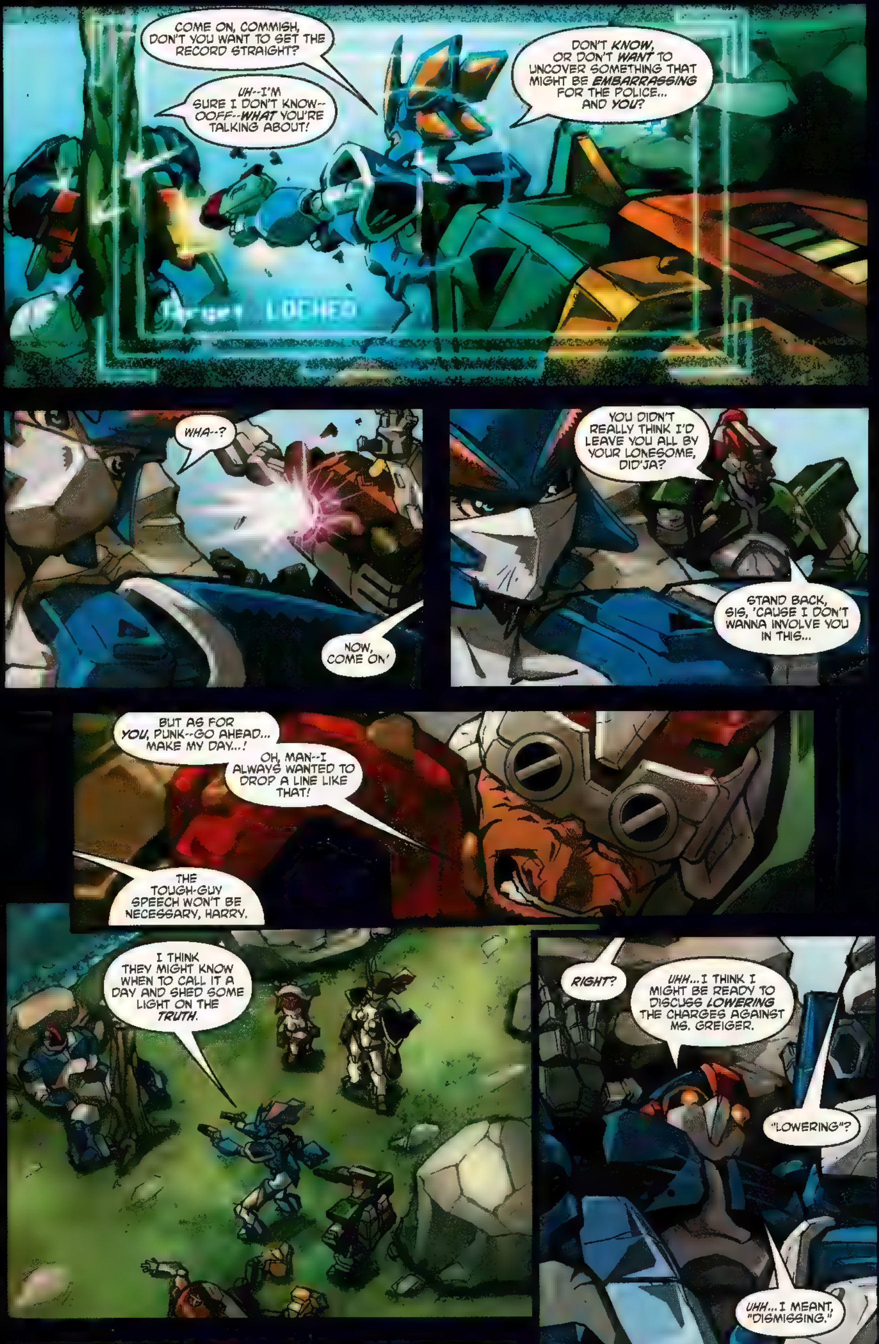

I... I THOUGHT YOU WERE JUST BORN WITH YOUR POWERS, LIKE ME...
WELL, I GUESS YOU THOUGHT WRONG.
VANESSA... I'M... SORRY... I HAD NO IDEA.
MOST PEOPLE DON'T...
MOST OF THE TIME I HAVE A HARD TIME BELIEVING IT MYSELF.
I MEAN, CLONES, GOVERNMENT CONSPIRACIES, PSYCHIC POWERS--IT'S ALL SOME PRETTY BIZARRE STUFF.
BUT THAT'S WHY I HAD TO ESCAPE--TO CLEAR MY NAME AND EXPOSE THEM.
YOU KNOW WHAT THEY SAY: "YOU DO THE CRIME, YOU DO THE TIME."
I GUESS FOR ME, IT'S: "YOU DON'T DO THE CRIME, YOU STILL DO THE TIME."
I'M SORRY, VANESSA, BUT--
JUST A SEC THERE, MARCIA.
I'VE GOT AN IDEA...

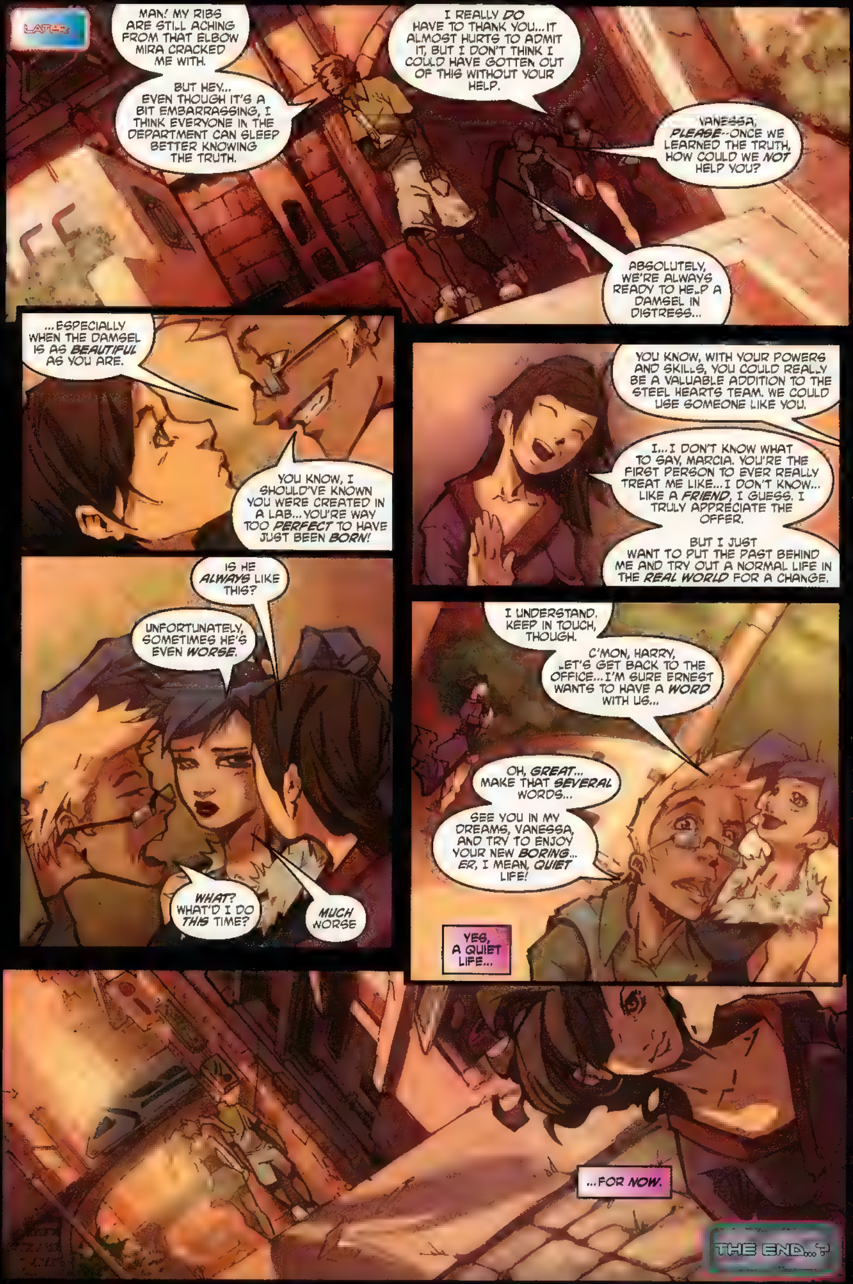

POLICE
POLICE
...YOU'RE DOING *WHAT?!*
LISTEN, BOSS, I *ALREADY* EXPLAINED THE SITUATION...
WHAT YOU *"EXPLAINED"* WAS THAT WE'RE NOT GETTING ANY *MONEY* OUT OF THIS, AND THAT'S *NO* EXPLANATION AT ALL FOR ME--
KRRRHHH!
SORRY, ERNEST--*KRRRHHH*--GETTIN' SOME STATIC--*KRRRHHH*--TALK TO YOU WHEN WE GET BACK!
BLEEP!
SO, HOW'D HE *TAKE* IT, HARRY?
OH, HE *LOVES* THE IDEA--HE'S ONE HUNDRED PERCENT BEHIND US!
MATTER OF FACT, WHEN WE'RE DONE HERE, I THINK WE MAY BE GETTING PROMOTIONS!
RIGHT... THIS IS *SOME* PLAN YOU'VE GOT HERE.
JUST YOU WAIT...
HEY, HOW'S IT GOING?
UH, HELLO--
THAT'S GREAT. ANYWAY, I'M WITH THE STEEL HEARTS-- I'M MIRA'S BROTHER, HARRY. YOU KNOW MIRA, RIGHT? SHE'S IN CHARGE OF A LOT OF STUFF HERE AT THE PRECINCT. THAT'S MY BIG SIS FOR YA--QUITE THE INDEPENDENT WOMAN, ISN'T SHE?
UH--
RIGHT. SO, SHE TOLD US TO DROP THIS PRISONER OFF FOR A DEBRIEFING IN THE RECORDS ROOM. IS IT COOL IF WE JUST WALK HER DOWN THERE AND WAIT FOR MIRA TO SHOW UP?
UH--
AWESOME! THANKS!


MOMENTS [illegible]
THE [illegible]
ALMOST THERE...
THIS IS *UNBELIEVABLE!* I CAN'T BELIEVE THEY COULD KEEP SOMETHING LIKE THIS A SECRET FOR ALL THESE YEARS.
YES...WELL, WE'LL BE LETTING *THAT* LITTLE CAT OUT OF THE BAG SOON ENOUGH. AND WHEN WE DO... PEOPLE WILL *FINALLY* KNOW THE TRUTH.
THAT'S GREAT AND ALL, LADIES...
...BUT CAN WE PUT THE *PEDAL* TO THE *METAL*?
BECAUSE I'VE GOT THE SINKING FEELING THAT MY BIG SIS WILL BE ONTO US *ANY* SECOND NOW.
AND IF I KNOW *MIRA*, I'M SURE SHE'LL BE MORE THAN A LITTLE MIFFED ABOUT US NOSING AROUND HER PRECINCT.
TRUST ME... YOU WOULDN'T LIKE HER WHEN SHE'S ANGRY.
GEEZ! *MARCIA*... *MIRA*...DOES EVERY WOMAN IN YOUR LIFE HAVE A NAME THAT STARTS WITH THE LETTER "*M*"?!
I WOULDN'T SAY *EVERY* WOMAN--
--VANESSA GREIGER!
NOBODY MOVE! WE HAVE YOU COMPLETELY SURROUNDED.


DO YOU?
LET'S PUT THAT ONE TO THE TEST, SHALL WE?
OH, NO! SHE HIJACKED ONE OF THEIR CUBES AND PULLED THEM ALL INTO BATTLE--THEY'RE TRAPPED IN THE HOLOSSEUM.
VANESSA'S GOOD--A-CLASS GOOD--BUT THERE'S NO WAY SHE CAN TAKE THREE ROBOS ON AT ONCE... IS THERE?
SHE'S DONE IT BEFORE... BUT WE'RE NOT GOING TO LET HER RISK IT ALONE THIS TIME!
WH-WHAT ARE YOU TRYIN' TO SAY?
YOU WANT US TO FIGHT THE COPS?
ARE YOU OUT OF YOUR MIND? THAT'S MY SISTER!
I CAN'T MAKE YOU DO IT, HARRY.
BUT I'M NOT ABOUT TO SIT BACK AND LET AN INNOCENT PERSON GO DOWN WITHOUT A FIGHT.


THE HOLOSSEUM
OH, YOUR BOSSES DIDN'T TELL YOU HOW THEY FABRICATED THOSE CHARGES AGAINST ME, LOCKED ME UP AND THEN THREW AWAY THE KEY?
IMAGINE THAT!
OH, COME OFF IT! *EVERY* CON SAYS THEY'RE INNOCENT--WHOOAA!
MAYBE SO--
--BUT THIS TIME IT'S *TRUE*.
YOU...YOU CAME TO *HELP* ME.
NO ONE'S *EVER*--
HOW ABOUT WE SAVE THE "THANK YOUS" FOR *AFTER* WE'VE *WON*?
SORRY, BUT THAT'S *NOT* GOING TO HAPPEN!
I'VE HAD JUST ABOUT ENOUGH LAW-BREAKING FOR TODAY!
WOW, POLICE WHO ARE STILL CONCERNED ABOUT UPHOLDING TRUTH AND JUSTICE--NEVER THOUGHT I'D SEE THAT!
I WON'T LET YOU TAKE MY LIFE AWAY FROM ME *AGAIN*!
YOUR LIFE?!
WHAT ARE YOU *TALKING* ABOUT?


COME ON, COMMISH, DON'T YOU WANT TO SET THE RECORD STRAIGHT?
UH--I'M SURE I DON'T KNOW--OOFF--*WHAT* YOU'RE TALKING ABOUT!
DON'T *KNOW*, OR DON'T *WANT* TO UNCOVER SOMETHING THAT MIGHT BE *EMBARRASSING* FOR THE POLICE... AND *YOU*?
Target LOCKED
WHA--?
NOW, COME ON'
YOU DIDN'T REALLY THINK I'D LEAVE YOU ALL BY YOUR LONESOME, DID'JA?
STAND BACK, SIS, 'CAUSE I DON'T WANNA INVOLVE YOU IN THIS...
BUT AS FOR *YOU*, PUNK--GO AHEAD... MAKE MY DAY...!
OH, MAN--I ALWAYS WANTED TO DROP A LINE LIKE THAT!
THE TOUGH-GUY SPEECH WON'T BE NECESSARY, HARRY.
I THINK THEY MIGHT KNOW WHEN TO CALL IT A DAY AND SHED SOME LIGHT ON THE *TRUTH*.
RIGHT?
UHH...I THINK I MIGHT BE READY TO DISCUSS *LOWERING* THE CHARGES AGAINST MS. GREIGER.
"LOWERING"?
UHH... I MEANT, "DISMISSING."


LATER
MAN! MY RIBS ARE STILL ACHING FROM THAT ELBOW MIRA CRACKED ME WITH.
BUT HEY... EVEN THOUGH IT'S A BIT EMBARRASSING, I THINK EVERYONE IN THE DEPARTMENT CAN SLEEP BETTER KNOWING THE TRUTH.
I REALLY *DO* HAVE TO THANK YOU... IT ALMOST HURTS TO ADMIT IT, BUT I DON'T THINK I COULD HAVE GOTTEN OUT OF THIS WITHOUT YOUR HELP.
VANESSA, *PLEASE*--ONCE WE LEARNED THE TRUTH, HOW COULD WE *NOT* HELP YOU?
ABSOLUTELY, WE'RE ALWAYS READY TO HELP A DAMSEL IN DISTRESS...
...ESPECIALLY WHEN THE DAMSEL IS AS *BEAUTIFUL* AS YOU ARE.
YOU KNOW, I SHOULD'VE KNOWN YOU WERE CREATED IN A LAB... YOU'RE WAY TOO *PERFECT* TO HAVE JUST BEEN *BORN*!
YOU KNOW, WITH YOUR POWERS AND SKILLS, YOU COULD REALLY BE A VALUABLE ADDITION TO THE STEEL HEARTS TEAM. WE COULD USE SOMEONE LIKE YOU.
I... I DON'T KNOW WHAT TO SAY, MARCIA. YOU'RE THE FIRST PERSON TO EVER REALLY TREAT ME LIKE... I DON'T KNOW... LIKE A *FRIEND*, I GUESS. I TRULY APPRECIATE THE OFFER.
BUT I JUST WANT TO PUT THE PAST BEHIND ME AND TRY OUT A NORMAL LIFE IN THE *REAL WORLD* FOR A CHANGE.
IS HE *ALWAYS* LIKE THIS?
UNFORTUNATELY, SOMETIMES HE'S EVEN *WORSE*.
WHAT? WHAT'D I DO *THIS* TIME?
MUCH WORSE
I UNDERSTAND. KEEP IN TOUCH, THOUGH.
C'MON, HARRY, LET'S GET BACK TO THE OFFICE... I'M SURE ERNEST WANTS TO HAVE A *WORD* WITH US...
OH, *GREAT*... MAKE THAT *SEVERAL* WORDS...
SEE YOU IN MY DREAMS, VANESSA, AND TRY TO ENJOY YOUR NEW *BORING*... ER, I MEAN, *QUIET* LIFE!
YES, A QUIET LIFE...
...FOR *NOW*.
THE END...?

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Volume 185 (Nov. '04)
Paper Mario: The Thousand-Year Door Preview, Metroid Prime, WWE: Day of Reckoning, Second Sight, Pikmin 2, Pokémon FireRed and LeafGreen, F-Zero—GP Legend, Boktai 2: Solar Boy Django, Mario Pinball Land, Tron 2.0: Killer App, Metroid Prime 2 Echoes Preview, Baten Kaitos: Eternal Wings and the Lost Ocean Preview, Donkey Konga Special, Power Previews, Kirby & the Amazing Mirror Preview, Custom Robo Comic

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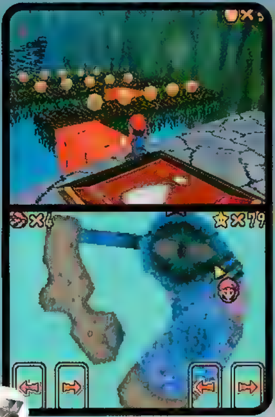

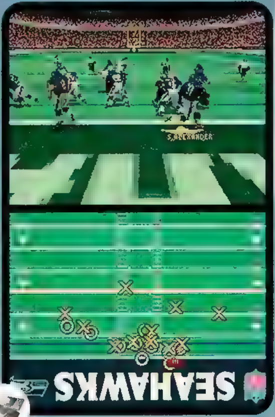

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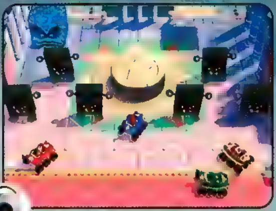

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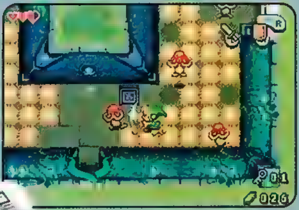

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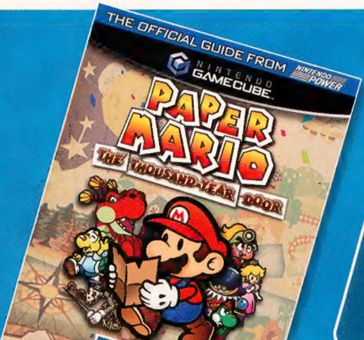
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